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THE OFFICIAL STAR TREK[®] FACT FILES 208



Captain Montgomery Scott
Complete guide to a miracle worker



Photonic Aliens
Engaged in a holodeck war

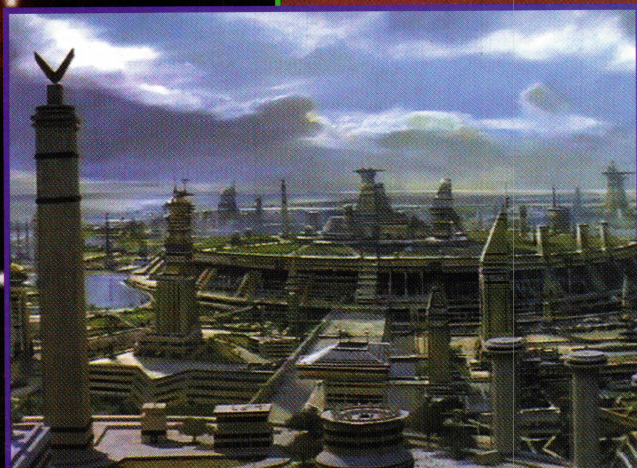
Lt. Aquiel Uhnari
Accused of murder



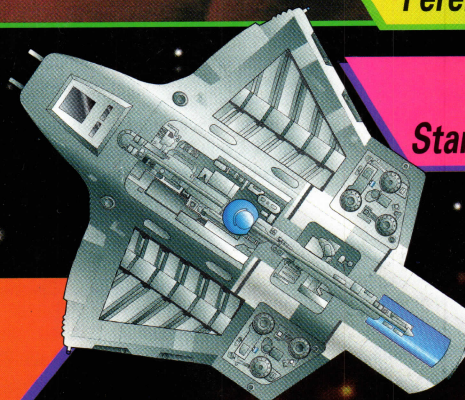
Astral Eddies
Devastating spatial anomaly



Kol and Dr. Arridor
Ferengi in the Delta Quadrant



The Romulans Index
Discover the devious Star Empire



Kovin's Vessel
Starship of a weapons trader

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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Creative Director: Stan Morse
Managing Editor: Trisha Palmer

Art Director: Rob Garrard

Senior Editor: Jennifer Cole

Editor: Tim Leng

Editorial Assistant: Thomas Scruton

Authors: Ian Clark, Jennifer Cole, Chris Dows, Jonathan Freund, Peter Griffiths, Tim Leng, Frank Plowright, Ira Shull, Beth Slick

Design: Martin Ritchie, Graham Miller

Art Editor: Emily Robertson-Heggs

Design Assistant: Preeti Patel

Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

Associate Editor: Ben Robinson

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PHOTO EDITOR, LOS ANGELES: Larry Nemecek

ART EDITOR, LOS ANGELES: Guy Vardaman

RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

The Guide to the STAR TREK Galaxy

FILE 1 CARD 30

THE MR. SCOTT INDEX

Montgomery Scott is as much a staple fixture aboard the *U.S.S. Enterprise NCC-1701* and *NCC-1701-A* as are the bulkheads. Throughout his long career he garners a reputation as an innovator, and acquires the enviable moniker of "miracle worker."

THE SCOTTY FILES

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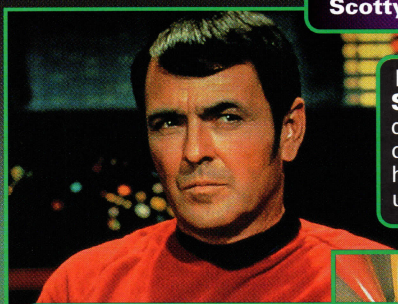
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Scotty: Miracle Worker



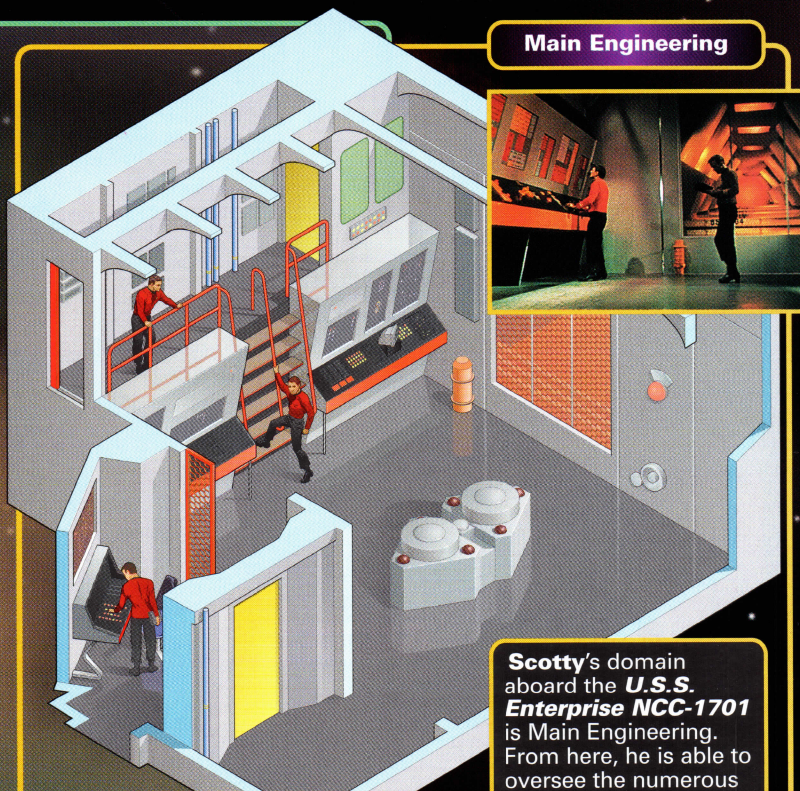
Montgomery Scott displays a calm and collected demeanor whenever he finds himself under pressure.

FILE 43 CARD 6

Scotty claims to know the *U.S.S. Enterprise NCC-1701-A* "like the back of my hand."



Montgomery Scott is responsible for saving the *U.S.S. Enterprise* and her crew on a number of occasions.

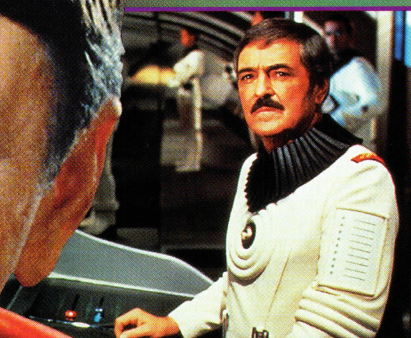


Main Engineering

Scotty's domain aboard the *U.S.S. Enterprise NCC-1701* is Main Engineering. From here, he is able to oversee the numerous systems that power his beloved starship.

FILE 20 CARD 3A

Scotty is never happier than when he is working in engineering.



Scotty's Love of the Enterprise

Scotty is involved in a romantic relationship with Lt. Mira Romaine when she is taken over by the Zetarians in 2269.

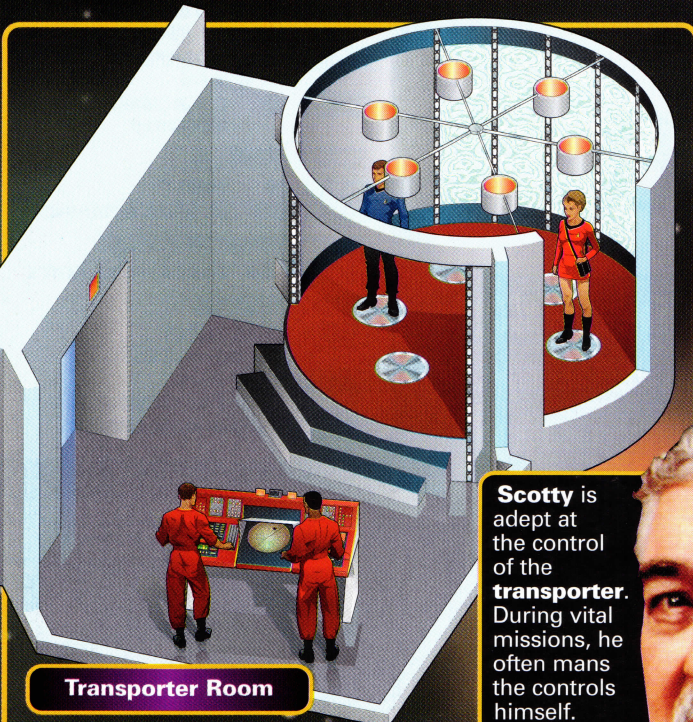


Scotty and Romance

Scotty is attracted to Lt. Carolyn Palamas in 2267.



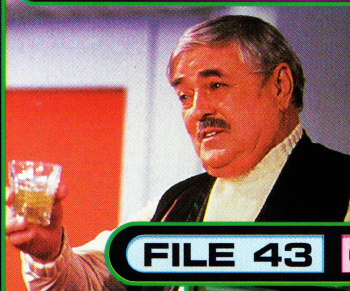
FILE 43 CARD 6B



Transporter Room

FILE 20 CARD 7

Scotty on the *U.S.S. Enterprise NCC-1701-D*



FILE 43 CARD 6C

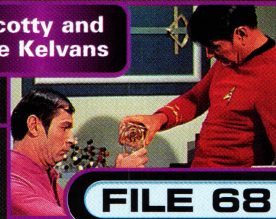
Scotty is discovered alive and well, suspended in a transporter beam aboard the *U.S.S. Jenolen NCC-2010*, in 2369.



Scotty is adept at the control of the transporter. During vital missions, he often mans the controls himself.

Scotty uses a variety of alcoholic drinks to incapacitate a **Kelvan** in 2269.

Scotty and the Kelvans

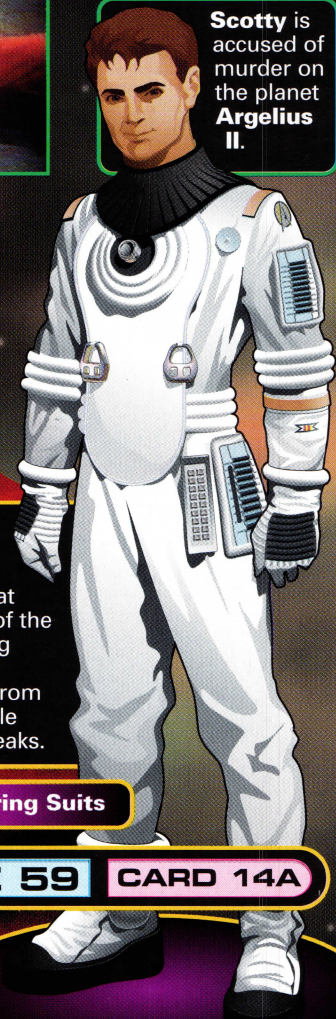
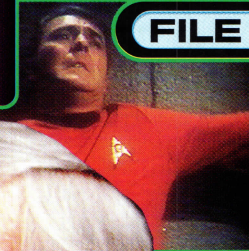


FILE 68 CARD 49

Scotty: Accused of Murder

FILE 68 CARD 35

Scotty is accused of murder on the planet **Argelius II**.



This protective suit ensures that members of the engineering staff are protected from any possible radiation leaks.

Engineering Suits

FILE 59 CARD 14A

"You've got a lot to learn if you want them to think of you as a miracle worker."

— Scotty to Geordi

SCOTTY STARSHIP LOGS: Key episodes



'Who Mourns For Adonais?'
FILE 68
CARD 32



'Wolf in the Fold'
FILE 68
CARD 35



'The Changeling'
FILE 68
CARD 36



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FILE 68
CARD 41



'By Any Other Name'
FILE 68
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'The Lights of Zetar'
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'Relics'
FILE 69
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FILE 72



STAR TREK II: The Wrath of Khan
FILE 73



STAR TREK III: The Search for Spock
FILE 74



STAR TREK IV: The Voyage Home
FILE 75



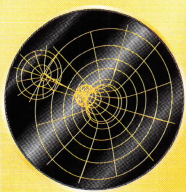
STAR TREK V: The Final Frontier
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FILE 77



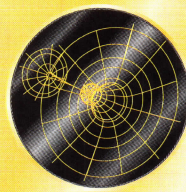
STAR TREK Generations
FILE 78



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 30



SPACE
PHENOMENA

ASTRAL EDDIES

Astral eddies can be hazardous at the best of times, but a particular danger is faced by the crew of the *U.S.S. Voyager NCC-74656* when they encounter one that throws off a plasma particle wake.

Astral eddies are unpredictable space phenomena that are formed, apparently randomly, by a rare confluence of space and subspace.

They are composed of highly charged plasma and constitute a double-edged sword for the *U.S.S. Voyager NCC-74656*. On the one hand, they can provide a much-needed source of energy for the stranded starship; on the other, they have the potential to destroy it.

The *Voyager* crew have encountered an immense number of new and unusual spatial phenomena on their voyage through the Delta

Quadrant. Their remit as explorers leads them to investigate many of these in detail, and astral eddies are no exception.

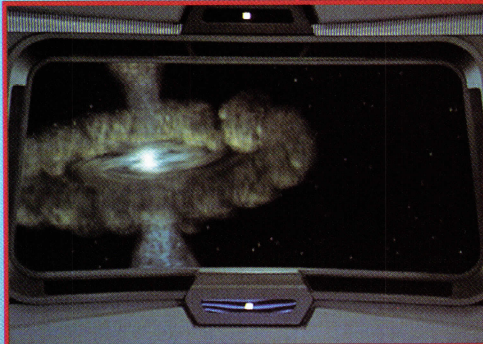
Dangerous formations

Unspecified conditions in a particular sector of Delta Quadrant space, through which *Voyager* travels in 2373, are particularly conducive to the formation of astral eddies. Only continuous scans of subspace can help the crew to predict the next emergence. The arrival of an eddy in real space is heralded by a disruption in subspace only detectable by sophisticated sensors; it quickly becomes more

intense and causes any ships in the vicinity to experience severe turbulence. A brilliantly glowing point of light then becomes visible in real space after a blinding



▲ The astral eddy is an impressive sight from the relative safety of the *U.S.S. VOYAGER*, appearing as a bright star several light years away from the Starfleet vessel.



▲ The center of the eddy is surprisingly calm, but the danger lies in the ring of swirling gas that surrounds this lull.

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- 23 THE BRIAR PATCH

SEE OTHER FILES...

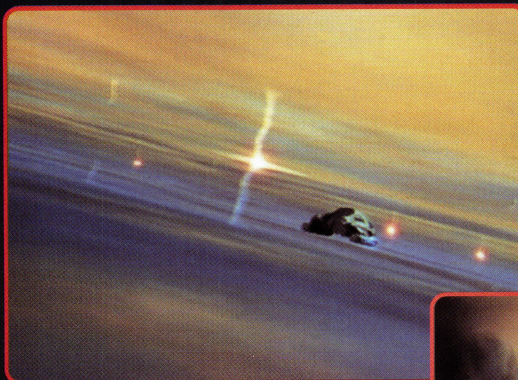
U.S.S. VOYAGER
NCC-74656.....File 29
STAR TREK: VOYAGER....File 71

PERILOUS JOURNEY

Inside the eddies

The astral eddies encountered in 2373 are found to originate from an unstable interfold layer between space and subspace. This realm, when seen from within, resembles a cloudscape of burnt orange and other muted colors, stretching away to the horizon. Thousands of small, newly formed eddies are dotted about, with plasmic energy crackling above and below them in an apparently random fashion.

Vessels strong enough to weather a newly-formed eddy's shockwave can nevertheless become trapped within this layer if they stray too close. Damage or low mass can render a ship unable to resist the gravitational pull, and it will be drawn toward the eddy's center. It will then be sucked into the interfold layer when the eddy disappears. Most ships are able to function normally within the layer, indicating that the laws of physics operate within normal parameters. Communication with normal space is possible, though a very wide bandwidth must be used. Trapped vessels may be able to escape by positioning the ship on the leading edge of an eddy that is about ready to burst into normal space, and thus allowing the developing shockwave's momentum to push the ship clear.



▲ The highly maneuverable *DELTA FLYER* risks becoming stuck in the eddy as its small mass makes it susceptible to the strong gravimetric forces.

▼ The small, star-like bright lights seen within the phenomenon are in fact newly formed eddies that will increase in size over time.



▲ The view from the cockpit of a starship navigating the eddies is not very reassuring. There are few visual indicators by which to navigate, and often all that can be seen is swirling gas. The effect is not unlike piloting a vessel through a very large, very dense bank of cloud.

GALAXY FACTS

It is experiences such as this, in which a standard **Type-2 shuttle** has great difficulty dealing with a **Delta Quadrant phenomenon**, that encourages the development and use of the **Delta Flyer**. This new vessel is designed to operate in conditions that are too hazardous for the **U.S.S. Voyager** and its usual auxiliary craft.

series of flashes.

The eddies have a temperature gradient of nine million Kelvins and discharge massive amounts of plasmic energy. The center point forms a calm eye of the storm along the lines of tornadoes created by planetside atmospheric conditions. Some of the matter inside it is constantly being exchanged between space and subspace.

Shockwave arises

Plasma is visibly drawn into this core from two points on opposite sides, then filtered out in a tangential shockwave that results from the astral eddy's formation. This expanding field of plasma particles resembles a glowing blue cloud, through which the center point – the intersection between space and subspace – is visible.

Shockwaves from larger eddies expand at a velocity of 300 kilometers per second. Charged plasma is extremely hazardous to

nearby space stations and ships; even a sophisticated vessel such as *Voyager* suffers a 20 percent loss of shields, minor buckling of the hull, and the loss of key systems such as navigational control and engines. The vessel is able to successfully negotiate these **graviton waves** thrown off by the eddies and even 'ride' them to an extent, thanks to the skill of its pilot, **Lt. Tom Paris**.

Less powerful ships and stations are not so lucky. In 2373, a scientific installation built by the Delta Quadrant **Vostigye** race is ripped apart by the shockwave from an eddy that forms nearby. All 60 scientists aboard are killed, and debris is spread across eight cubic kilometers. It is unlikely that the astral eddies are usually concentrated in this particular area, as the *Vostigye* would not have built their station in an obviously hazardous position.

The eddies peter out and disappear as swiftly and unpredictably as they form, with a similar series of flashes. The systems of nearby ships come back online shortly after.

A remnant of the phenomenon's shockwave remains, however, in the form of a **plasma particle wake**. This wake is able to be tracked away from the

point of origin, although it does thin out over time and eventually vanishes.

Janeway investigates

The intriguing remnant of the astral eddy attracts the curiosity of **Captain Kathryn Janeway** and the *Voyager* crew in 2373, as the experienced Starfleet officers have never seen anything like it. They believe that they can stockpile the energy contained in the plasma particles, temporarily alleviating the need for **replicator** rationing and other energy conservation measures usually in place aboard the starship.

Voyager launches a probe into a newly formed astral eddy to gather telemetry, and the crew learn that their **Bussard collectors** are able to be modified to collect the wake's plasma. The



starship's massive energy emissions would terminally corrupt the particles, however, so a **Type-2 shuttle** is employed instead. Lt. Tom Paris becomes trapped in the interfold layer when an astral eddy forms very quickly after a previous one disappears, and in nearly the same position. He manages to escape the

⚠ An additional hazard found inside the eddies is the debris of ships that have not been able to escape its destructive gravity.



▲ The **U.S.S. VOYAGER** is buffeted by the incredible forces at work in the eddy. If such a sturdy ship as this **INTREPID-class** Starfleet vessel has danger navigating the phenomenon, it is easy to see why smaller ships with less sophisticated shields are best advised to stay well away.

◀ As with many natural phenomena, astral eddies are often extremely beautiful as well as deadly. The crew of an exploration vessel such as **VOYAGER** find it impossible to resist its charms. The strong forces at work create a phenomenon not unlike a tornado in space.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 3H



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VISITS TO EARTH'S PAST

Before humans traveled to the stars, the Earth was a very different place. To **Starfleet** officers taking a trip into the past, the planet of their birth can seem as strange as any truly alien world.

In the same way that **Starfleet's** contact with primitive alien cultures is bound by the **Prime Directive**, equal care must be taken when traveling through time. By the 24th century, **Starfleet** no longer engages in planned missions into Earth's past for fear of causing irreparable damage to the timeline, but that is not to say that such time trips never take place. By accident or design, many **Starfleet** officers have found themselves visiting Earth in the days before the human race was aware of life on other planets though in most cases, no official record of such trips exists. Seeing the planet of their

birth or cultural heritage in an earlier stage of development makes individuals more appreciative of the technology available to them in the 24th century, and more understanding of the social conditions that shaped the modern world.

Hero worship

There are few **Starfleet** officers who would not share **Lt. Reg Barclay's** boyish enthusiasm for shaking the hand of warp pioneer **Zefram Cochrane**, or envy **Lt. Commander Data** for having the chance to meet legendary author Mark Twain. At the same time, such journeys help to ensure that the mistakes of the past are never

forgotten: the **Starfleet** officers who witness firsthand the terrible social injustice of the early 21st-century **Sanctuary Districts** will never have trouble understanding why the inhabitants felt the need to riot. Likewise, a visit to the Earth of 1968 helps the **U.S.S. Enterprise NCC-1701** crew to appreciate how the nuclear threat of the mid 20th-century did indeed go some way to maintaining an uneasy peace in very difficult times.

On a visit to a 1980's hospital, **Dr. Leonard McCoy** is appalled at the use of what he considers to be primitive procedures such as kidney dialysis, no doubt leading him to a



◀ 1930's
Captain Kirk and Spock materialize in 1930, an era marred by a severe economic depression.

▶ Horse and cart

*Trips into the past give **Starfleet** officers the chance to experience ancient forms of transport, such as a 19th-century horse and cart.*



◀ Horror
Dr. McCoy considers some of the procedures practised in 20th-century hospitals to be barbaric.

CHRONOLOGY OF TIME TRAVEL

Taking a trip in time

1893 San Francisco is visited by **Starfleet** personnel from 2369 when officers from the **U.S.S. Enterprise NCC-1701-D** travel back in time to investigate how **Data's** severed head came to be found in an archeological dig dating back to the 1890's.

1930 Earth is visited by **Starfleet** officers from 2267 following the accidental activation of the **Guardian of Forever** time portal.

1967 **Starfleet** officers from 2371 visit 1967. They materialize for less than a minute, during a search for colleagues who have actually materialized six decades later.

1967 The 29th-century **Federation Timeship Aeon** crashlands in Arizona. Its captain and sole crew member, **Captain Braxton**, spends the next three decades living as a hobo.



▶ **Kirk and Sulu** explore a U.S. Army base in 1960's America.



▶ The 24th-century android **Data** comes face to face with a local in 19th-century San Francisco.

1968 Earth is visited by **Starfleet** officers from 2268 as part of an historical research mission.

1969 Earth is visited by **Starfleet** officers from 2267 when their starship is thrown back in time accidentally following a collision with a black star.

1986 **Starfleet** officers from 2286 must retrieve a breeding pair of humpback whales.

1996 Earth is visited by **Starfleet** officers from 2374.

The accidental journey is caused by temporal rift.

2024 San Francisco is visited by **Starfleet** officers from 2371 as the result of a transporter malfunction.

2048 Earth is visited by **Starfleet** officers from 2371, who materialize for less than a minute during a search for their colleagues. The missing officers have actually materialized in the same location 24 years before.

2063 Montana is visited by **Starfleet** officers from 2373, who decide to follow a Borg fleet that is attempting to assimilate Earth in the past.



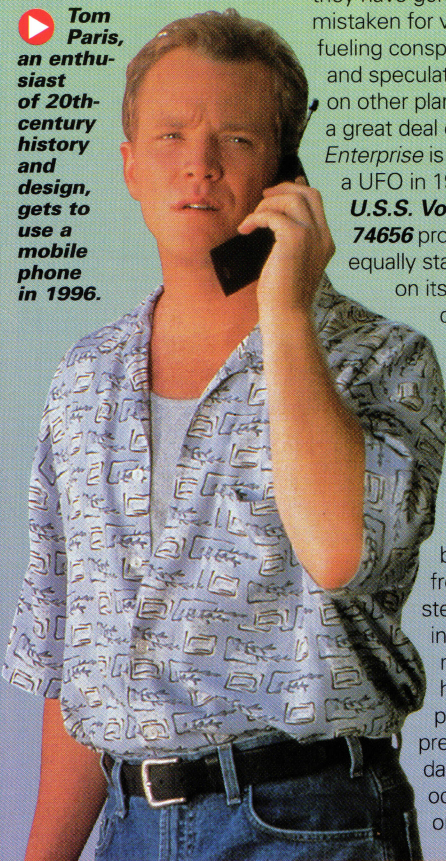
▶ **Chief Engineer Geordi La Forge** comes face-to-face with **Zefram Cochrane** in 2063. La Forge attended a High School named in honor of the famous inventor of the warp drive engine.

GALAXY FACTS

▶ In 2368, the crew of the *U.S.S. Enterprise NCC-1701-D* are visited by Berlinghoff Rasmussen. He claims to be a human historian from the 26th century, but is in fact a thief from the 22nd.

▶ Personnel from *Deep Space Nine* travel back in time 100 years to experience life on the legendary *U.S.S. Enterprise NCC-1701* and *Deep Space Station K-7*.

▶ Tom Paris, an enthusiast of 20th-century history and design, gets to use a mobile phone in 1996.



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FILE 7 CARD 3H



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VISITS TO EARTH'S PAST

greater appreciation of the tools and procedures available in his own time.

It is interesting to look at the impact such time trips have had on the era to which the Starfleet officers have journeyed, though surprisingly, in most cases, the answer is not much. For the most part, when ships from the future have been recorded by the scanning instruments of Earth's past, they have generally been mistaken for visiting aliens, fueling conspiracy theories and speculation about life on other planets, but not a great deal else. The *Enterprise* is mistaken for a UFO in 1967, and the *U.S.S. Voyager NCC-74656* provokes an

equally startled reaction on its visit to Earth during the late 1990's. Rather than a slew of historical events that appear to have been affected by humans from the future stepping back into the past, more cases have involved personnel preventing damage from occurring, or repairing

damage that has already been done. Few trips would seem to leave an altered timeline behind them.

A good example of this is the restoration of the 'real' timeline after a trip into the year 1930 by Dr. McCoy causes significant changes. To all intents and purposes, preventing the death of charity worker and peace advocate **Edith Keeler** in a road accident would seem to be a good thing, but in fact had Keeler lived, her anti-war stance would have delayed America's entry into WWII, allowing the Nazis to win and leading to a very different future.

There from the first?

On another occasion, Starfleet officers who have traveled back in time to prevent the **Borg** from delaying the first warp flight from Earth, and preventing Earth from making **first contact** with the **Vulcans**, results in two of the away team actually being present on the first warp flight. As their presence is not recorded, who is to say there has ever been a timeline in which they did not sit alongside Zefram Cochrane in the **Phoenix** cockpit?

On occasion, however, visits into the past have inevitably resulted in the leaving behind of mementoes from the future which have become part of



▶ **Seeing the Bell Riots first-hand helps Benjamin Sisko to understand why the violence occurred.**



▶ **Henry Starling witnesses a 29th-century TIMESHIP crash-land in 20th-century Arizona.**

everyday life much earlier than should have been the case. The final years of the 20th century saw new technology develop and advance at a much quicker rate than at any other time in Earth's history. The revolution was driven by computers and micro-technology put onto the market by entrepreneur **Henry Starling**, but what is not generally known is that, rather than being the ingenious inventor history records him as, Starling

was in fact a cheat, simply releasing concepts and equipment he had stolen from a crashed 29th-century **Federation Timeship** into the scientific community. Nonetheless, his contribution to history is as important as that made by true innovators. It can be argued that without the computer revolution driven by Starling's plagiarized technology, the communications technology used by **Chris Brynner** to publicize the plight of Sanctuary District residents a quarter of a century later might never have existed.

The truth of the matter is that we may never know which parts of our history are the pure versions, and what has come about due to the interference, or influence, of time travelers from the future. In the meantime, all anyone can do when they find themselves in the past is the same as they would when visiting a pre-first contact alien world: keep their heads down and try their best to avoid trouble.

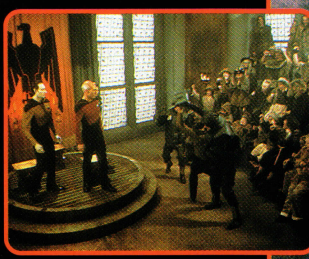
Q'S ILLUSIONS

History by proxy

Captain Jean-Luc Picard is given a unique opportunity to stand at the very dawn of life on Earth when Q seeks to demonstrate how even minor actions can have repercussions on the timeline; Picard is shown an Earth on which life never existed because the development of the first amino acids was prevented by a spatial anomaly. Q has also given Picard firsthand experience of a post-nuclear 21st-century courtroom, and a number of scenarios of more dubious historical accuracy, such as the Sherwood Forest of Robin Hood. These are more likely to be fantasy landscapes created by Q than the real Earth of the past; it is dubious whether any real time travel has taken place.

▶ **Q casts Picard as Robin Hood and Vash as Maid Marian in a fantasy version of medieval England's Sherwood Forest.**

▶ **Picard's crew are put on trial in a mock 21st-century post-nuclear courtroom.**





U.S.S. VOYAGER NCC-74656

BORG ENHANCEMENTS TO VOYAGER

The long years of isolation in the **Delta Quadrant** have resulted in a number of unexpected modifications to be carried out on the *U.S.S. Voyager NCC-74656*.

The partnership undertaken by **Captain Kathryn Janeway** with the **Borg collective** in late 2373 leads to a permanent addition to the crew of *U.S.S. Voyager NCC-74656*, in the form of drone **Seven of Nine**. During the *Voyager* crew's volatile relationship with the Borg during the battle against **Species 8472**, Seven of Nine makes a number of modifications to the **Starfleet** vessel in order to enhance its chances of surviving a direct encounter with the hugely powerful alien **bio-ships** and to deliver a weapon designed to neutralize the threat they pose to the **Delta Quadrant**. The enhancements to the **Intrepid**-class vessel are seen as an intrusion once victory over Species 8472 has been assured, with few foreseeing how big an advantage having a former borg drone as part of the Starfleet vessel's crew will become.

Seven of Nine brings with her the enormous knowledge of countless technologies, attained throughout 18 years as a drone. While still under the control of the collective, Seven makes a number of additions to *Voyager*, in the offensive, defensive, and drive systems, producing significant increases in efficiency and power to all areas. Attempts to construct a **multikinetic neutronic mine** as a method of dispersing the **EMH's nanoprobes** are blocked by Captain Janeway, however; she insists on a much smaller-scale adaptation to *Voyager's* **photon torpedoes** being carried out in order to minimize the effects on local space after

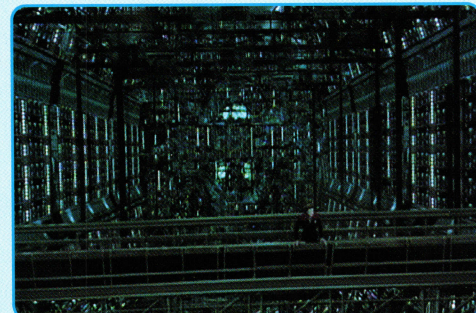
detonation. One of the first enhancements carried out on the starship is on its torpedo launchers, remodeled to accommodate the new designs of 13 standard photon torpedoes and one **Class-10 missile**, armed with a high-yield nanoprobe warhead. Mounted on the port side and stern of the vessel, the launchers can project multiple torpedoes, carrying biomolecular warheads more accurately and faster than standard Starfleet designs. These prove to be devastating to Species 8472.

Further adjustments are made to the **primary shield matrix**, which have to be monitored for stability from the Ops station on the bridge, and a secondary hull armor is also designed and constructed to reinforce the structural integrity of the vessel. External units are fitted to the upper section of the forward hull and down the port and starboard sides of the ship, which glow with a Borg green light when active. Removal of these units proves to be less straightforward after the ship flees the collective; it takes at least two weeks to remove all the Borg technology from *Voyager's* systems.

Back to normal

The difficulty of removal is particularly well evidenced in the Borg enhancements made to Main Engineering. Borg technology is introduced into the **plasma intake manifolds** in order to increase warp drive efficiency, and while it proves effective in the short term, long-term usage will ultimately damage the vessel's capabilities. Captain Janeway is quick to spot that some of the technology is actually beneficial, however – she orders **Chakotay** to leave the Borg improvements on Deck 8 as the ship seems to work better with them, but the blockages in plasma intake manifolds 11 and 13 from Borg-designed matter prevents the re-initialization of the matter-antimatter reaction within *Voyager's* warp core, and therefore the ship has to be restored to normal in these areas.

Seven of Nine herself has to lend her expertise in order to successfully remove many



▲ The interior of a **BORG CUBE** is very different from that of a **Starfleet vessel**, and yet many of the systems are compatible.



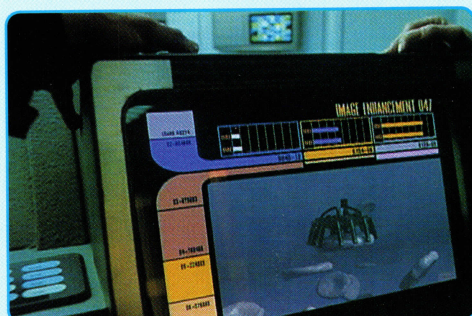
▲ The **VOYAGER** crew keep a close eye on the modifications **Seven** is making, to ensure that they are benefiting the ship.

of the modifications, directing **Chief Engineer B'Elanna Torres** on how to remove the autonomous regeneration sequencers designed to counteract attempts to remove the Borg technology. Each sequencer conduit has to be disconnected at the insertion juncture in order to disable the sequencers, otherwise the highly sophisticated pattern duplication design simply regenerates an identical unit and continues to cause disruption. Seven of Nine and **Ensign Harry Kim** are kept busy, working on the plasma relays in **Jefferies tube 13-alpha**,



▲ Modifications to the shields and structural integrity grid, combined with additional hull plating, enable **VOYAGER** to enter fluidic space.

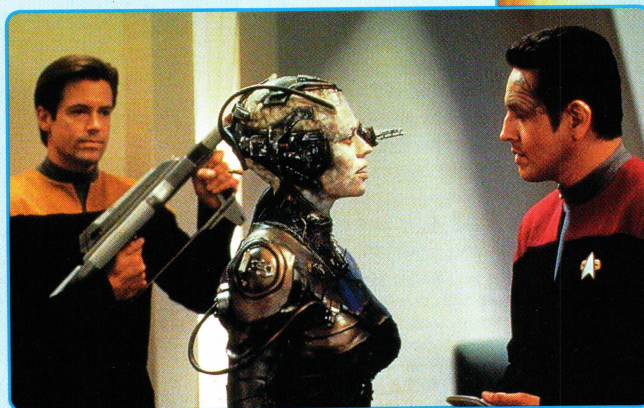
▲ **Seven of Nine** is sent to **VOYAGER** to act as a spokesperson for the Borg, and also to carry out many of the modifications required to destroy the threat posed by **Species 8472**.



▲ Studying why **Species 8472** cannot be assimilated enables **VOYAGER** to develop a weapon that will destroy them.

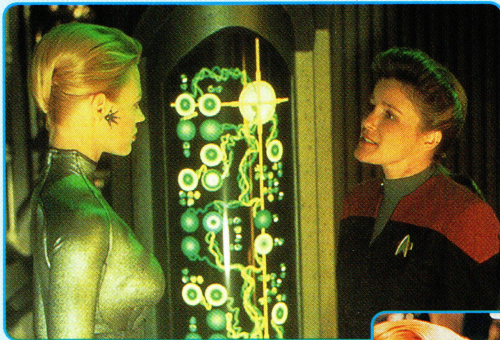


▲ After the modifications have been made, **VOYAGER's** phasers fire with the green hue typical of Borg weapons.





FILE 29 U.S.S. VOYAGER NCC-74656



▶ **Another prize among the CUBE debris is a functional medical repair drone's servoarmature, complete with an all-in-one laser scalpel, biomolecular scanner, and microsuture, all of which will prove useful to the Doctor.**



▶ **The BORG CUBE from which Janeway intends to salvage a transwarp coil contains many other items useful to the Starfleet crew, such as two data nodes containing a goldmine of Borg scans and reports on the region.**

▶ **The interfaces and data displays surrounding Seven's regeneration alcove display Borg symbols and graphics.**

section 12; this gives the newly freed Borg an opportunity to produce a very unwelcome enhancement to *Voyager's* main **deflector dish** when she attempts to send a message to the collective. While still a drone, she had previously realigned the output of the main deflector dish in order to create an interdimensional rift into **fluidic space**, dramatically illustrating how standard Starfleet technology can be made to perform in a number of ways with a little Borg adjustment.

Permanent reminders

Two permanent Borg additions to *Voyager* are Seven of Nine's Borg alcove in Cargo Bay 2, her home since beaming aboard the vessel, and the Astrometrics laboratory developed by Seven and Ensign Kim during 2374. During her work on this area and others, Seven of Nine adjusts and recalibrates several power couplings, conduits, and sensor systems, to increase their efficiency – much to the annoyance of B'Elanna Torres. Astrometrics is an excellent combination of Borg and Starfleet technology, with Seven of Nine adapting the **LCARS** interfaces to read data from Borg data nodes. The enhancements improve

Voyager's navigational systems enormously. The astrometric sensors are able to read the radiative flux of up to three billion stars at the same time, allowing a far more accurate calculation of the Starfleet vessel's position in relation to the center of the Galaxy. Increasing accuracy by a factor of 10, Seven of Nine is also able to plot a new course toward the **Alpha Quadrant** that takes five years off the vessel's journey, and further enhancements are made regularly as more information on the **Delta Quadrant** is acquired.

New technology

The successful blending of Borg technology with Starfleet systems promises the possibility of further advancements that can only benefit the *Voyager* crew. The year 2375 sees a successful attempt by Captain Janeway to steal a **Borg transwarp coil** in order to dramatically enhance *Voyager's* drive and shorten the ship's journey through the Delta Quadrant. Using Seven of Nine's vital knowledge of transwarp coil technology, the unit plays a crucial part in the rescue of Seven from the collective when integrated with the warp drive of the **Delta Flyer** – a ship that itself contains many Borg enhancements. The transwarp coil proves to be incompatible in the long term with *Voyager's* more powerful engines, but it nevertheless propels them an additional 20000 light years closer to home before it eventually fails.

▶ **Seven works in vain to restore the transwarp coil salvaged from a damaged CUBE. True to Borg custom, the individual components have been set to self-destruct upon vessel failure, and cannot be repaired.**



▶ **By the time Icheb and the other Borg children come aboard the vessel in 2376, much of the infrastructure needed to sustain them is already in place. They share personal quarters with Seven in her cargo bay, and regenerate in the spare alcoves.**

FOR SEVEN

Personal space

Some of the Borg modifications on the *U.S.S. Voyager* have been made not to enhance the ship's systems, but for the comfort of Seven of Nine. Every effort has been made to restore the former drone's humanity, but Seven still has to regenerate in a Borg alcove rather than sleep in a bed, and an entire cargo bay has been adapted to serve as her personal quarters.

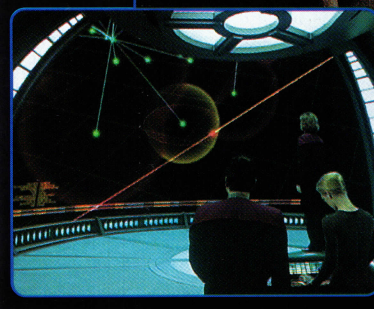


▶ **Cargo Bay 2 has taken on the appearance of the inside of a Borg cube, complete with an entire wall of Borg regeneration alcoves.**



▶ **The most valuable Borg addition to the U.S.S. VOYAGER is Seven herself.**

▶ **Seven's main role aboard VOYAGER is working in the new astrometrics lab, which has been greatly improved by Borg knowledge and technology.**



Kovin's Vessel

Kovin's Vessel is a compact, highly maneuverable craft that is fitted with the latest advances in weapons technology, as developed by its pilot.

The general rule of starship design dictates that larger vessels have more power than smaller vessels, due to the proportional increase in drive energy output, and offensive and defensive capabilities. The **U.S.S. Voyager NCC-74656** therefore finds itself in a potentially deadly situation during a brief but punishing engagement with the vessel owned by the **Entaran** weapons designer **Kovin** in 2374, as his ship combines small dimensions with a formidable arsenal of high-yield weapons, illustrating quite clearly that the size of a vessel is not always an indication of its power.

Attempt to escape

Kovin is forced to flee his laboratory following a false accusation of assaulting **Seven of Nine**. He initiates an automatic transport from the surface of the planet, using a small handheld device to activate the **transporter** system on his vessel 300 kilometers above the surface; within seconds the ship powers up its engines. As he is the only occupant, this suggests that the vessel has a high level of automation.

Kovin's Vessel is a relatively small ship of simple design, consisting of a roughly rectangular hull that has a series of external mountings and plates running along the top of its flattened spine. The bow of the ship is wide and flat, presenting a snub-nosed shape that curves back until it flares outward at a wider angle to form the leading edges of the port and starboard wing units. The tapered bow has two protruding prongs either side of a narrow horizontal vent that houses the forward **photonic emitter**; a similar mechanism is mounted on the upper rear of the central hull unit above the engine cowlings. The nature of Kovin's business suggests that the vessel has the capability to store weapons such as the **isokinetic cannons** he attempts to sell to

Captain Kathryn Janeway.

The frontal sections of the stubby wings are made of flat, curved plating that surrounds the exposed central upper sections, containing a series of overlapping angled plates. The rear edge of the wings extend at right angles to the central hull, and the angled outer edges have a series of slots and flaps that break up the smooth surface. The underside of the main hull contains a navigational light mounted forward of the narrower stern, which contains three inline drive exhaust units in its upper half that glow with a similar blue color when powered up.

Cunning photonic trick

At the beginning of the pursuit by *Voyager*, it appears the vessel is only capable of half impulse speed, but this is a ruse to prevent a tractor beam capturing the ship; Kovin allows *Voyager* to get within close range, then fires a **photonic pulse** from the rear photonic emitter that not only dazzles anyone watching the viewscreen, but also knocks all sensors offline, and wipes all previous sensor readings. The effect on *Voyager* is devastating, allowing Kovin to jump to warp without being immediately followed. Nevertheless, Kovin's **warp signature** is later detected, and *Voyager* catches up with his vessel after a short chase, suggesting it is not capable of higher warp velocities.

Communication with Kovin is possible through an audiovisual link, and this gives some idea of the cramped interior of the vessel's cockpit. Kovin sits in a chair surrounded by angled illuminated bulkheads that contain a variety of readout screens, with a similar series of panels and vertical lighted strips at the rear. Kovin has the ability to end communications with the touch of a button on the control panel in front of him, and is able to use his vessel's superior sublight maneuverability to turn and fire a hugely powerful spread of photon pulses at the weakened **Starfleet** ship.

Attempts to forcibly remove Kovin from his ship prove difficult, as the vessel can generate a scattering field that prevents a successful transporter lock being initiated. Kovin's warning of having the ability to damage *Voyager* prove to be no exaggeration when he scores a direct hit on the ship's energy grid. He presses home his advantage by shunting all available power to the photonic emitters, but the rapid recharging and the power distribution imbalance causes the emitters to overload the ship's systems. A catastrophic chain reaction is caused when Kovin opens fire in an attempt to destroy *Voyager*, causing an explosion that engulfs the arms dealer's vessel.

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STAR TREK: VOYAGER...File 71



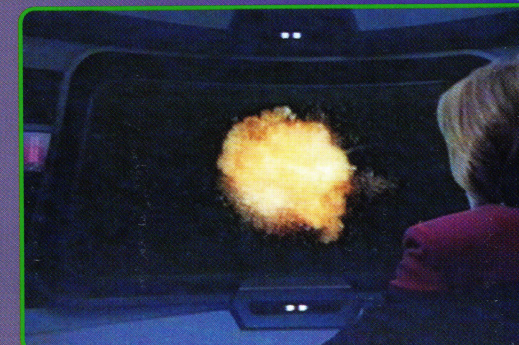
Although VOYAGER is able to catch KOVIN's VESSEL with ease, the smaller ship proves to be a formidable opponent.



The cockpit of KOVIN's VESSEL appears quite cramped, with room for only a single occupant. A variety of monitors and controls grace the surrounding bulkheads.



Despite the apparent disparity between VOYAGER and KOVIN's VESSEL, the lone escapee is willing to put up a fight, and has no hesitation in opening fire when necessary.



The Starfleet crew can do little but watch as KOVIN's VESSEL is consumed by an immense explosion - the victim of the very weapons its pilot was dedicated to selling.



Having lured the U.S.S. VOYAGER NCC-74656 close to his vessel, Kovin fires a photonic pulse that dazzles the crew of the Starfleet ship.

Kovin's Vessel

The vessel used by Kovin to flee from the *U.S.S. Voyager NCC-74656* is a compact, heavily armed ship, which is ultimately destroyed by the very weapons its owner is trying to sell.

KOVIN'S VESSEL is engulfed by a fireball after the powerful photonic emitters overload, causing all the ship's other systems to destabilize.



TOP VIEW

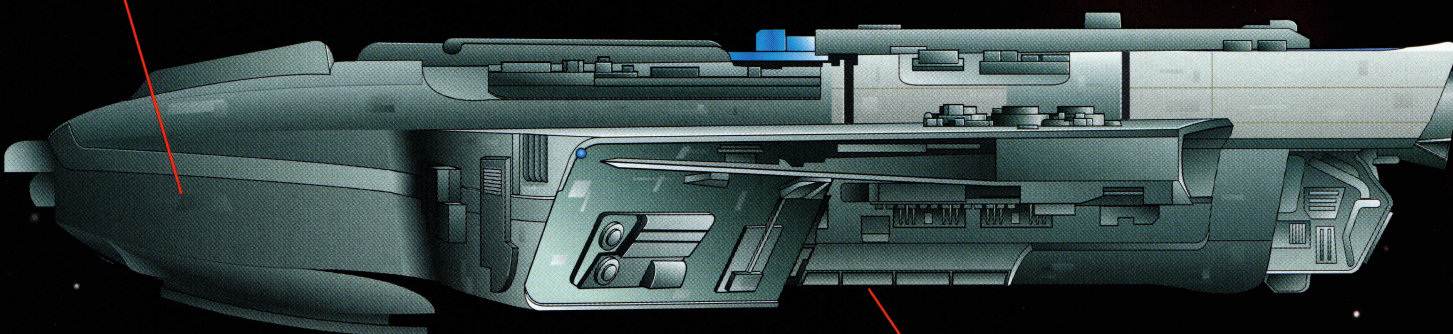
The cockpit of KOVIN'S VESSEL is located in the forward section of the ship. It features an expansive window facing onto space.

The vessel features short, backward-facing wings, which are located on either side of its hull.

The exterior of KOVIN'S VESSEL is constructed from a metallic alloy, and is shaded in a neutral gray tone.

The engine cowl at the rear of the ship glows with a striking blue luminescence when in operation.

The aft photonic emitter allows Kovin to fire photonic pulses that can disable the sensors of pursuing vessels, thus providing the trader with an opportunity to escape.



The underside of the vessel's hull features a single, distinct running light that flashes intermittently.

SIDE VIEW

KOVIN'S VESSEL

First recorded: 2374

Type: Weapons trader's vessel.

Remarks: *Kovin's Vessel* features numerous weapons systems that are sold by its owner.



FILE 43 STARFLEET PERSONNEL

Lt. Areel Shaw

Outstanding forensic skills earn Lt. Areel Shaw the right to play a pivotal role in *Starfleet* history — by conducting the first ever prosecution of a serving starship captain.

Areel Shaw, a lawyer by profession, works in the Judge Advocate General's office on *Starbase 11*. She is an attractive woman, who has worked hard to achieve her position, and is highly regarded by her contemporaries.

On *Stardate 2948*, she discovers that an old flame of hers, **Captain James T. Kirk**, has arrived. A few days later, they meet up in one of the bars; Kirk wants to make small talk and catch up on old times, but Areel also learns that he is in serious trouble. The starbase commander, **Commodore Stone**, has held an inquiry into the death during an ion storm of Captain Kirk's records officer, **Ben Finney**, and computer logs from the *U.S.S. Enterprise NCC-1701* show that Kirk was

personally responsible for Finney's death.

Areel advises her friend to get a good attorney. Kirk asks her to take the case, but she says she is busy and recommends **Samuel T. Cogley**, who she has taken the liberty of engaging on Kirk's behalf. She gives Kirk strong hints as to how the prosecution in his forthcoming court martial will build its case, and when he asks how she knows so much about what the prosecution will do, she drops the bombshell that she is the prosecution counsel and that she has to do her best to win the case against him.

Accusing a legend

Areel prepares a damning case against Captain Kirk. Her first witness is Kirk's first officer, **Mr. Spock**, whom she questions about the accuracy of

PROFILE OF AREEL SHAW

NAME: Areel Shaw

LIFE FORM: Human female

OCCUPATION: Lawyer

POSTING: The Judge Advocate General's office on the Federation facility *Starbase 11*.

ROMANTIC INTERESTS: Areel Shaw was once romantically involved with *U.S.S. Enterprise NCC-1701* Captain James T. Kirk. She still holds affection for Kirk, albeit as a friend rather than a lover.

FIRST SEEN: 'Court Martial' [TOS]



▲ *Areel Shaw is a striking woman with a remarkable intellect. She has worked hard to achieve the position she holds on STARBASE 11 in 2267.*

the *Enterprise's* computers. She establishes that he was not watching the captain at the moment that a sensor pod containing Finney was jettisoned and, although the

Vulcan gives a powerful character reference in support of Kirk, Areel makes it clear that this is opinion, not fact. Her second witness is the personnel officer from the *Enterprise*, who testifies that many years ago on the *U.S.S. Republic NCC-1371*, the then **Ensign Kirk** reported Finney for failing to close a circuit.

Her final witness is **Dr. Leonard H. McCoy**, in his capacity as an expert in psychology — especially those patterns that develop

in the close quarters of a starship during long voyages in deep space. She suggests that Finney blamed Kirk for his being passed over for promotion, and that he may have grown to hate and detest the *Enterprise* captain.

Jealous revenge

Shaw then hypothesizes that the object of such hatred would normally resent and then actively dislike the hater — imputing to Kirk a strong motive for wishing to see Finney dead.

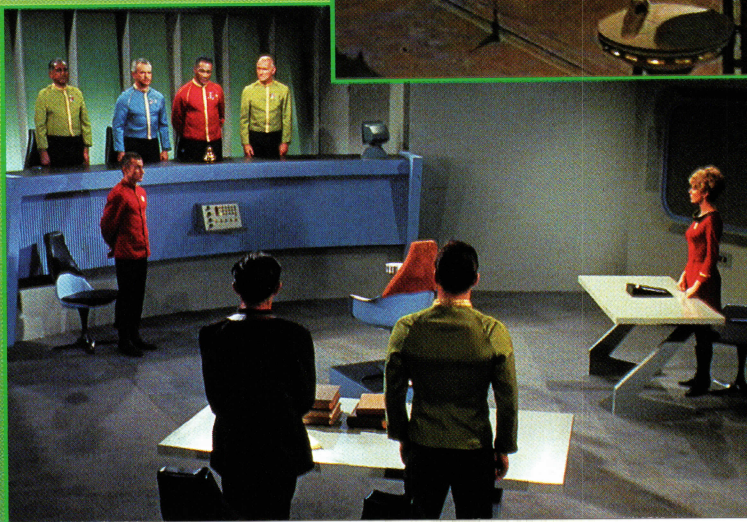
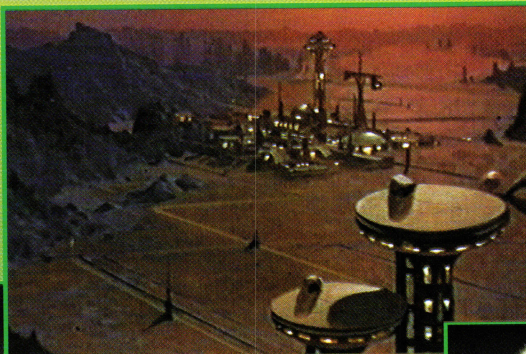
PROSECUTING A CAPTAIN

★ Federation starbase

Areel Shaw is stationed at STARBASE 11. This facility comprises several separate buildings.

★ Court room hearing

Areel Shaw is undaunted by the senior officers she must face when she takes her place in STARBASE 11's courtroom.



★ At work

Areel Shaw displays two different sides to her personality: off duty she is warm and caring, but when she takes her place in the courtroom, she is unafraid to stand against even those she holds dear.



Lt. Arel Shaw



★ Taking the stand

Shaw is adept at cross-examining witnesses on the stand. During Kirk's trial, she even succeeds in making Spock's testimony appear inconclusive – paving the way for Kirk to be found guilty.

McCoy is forced to concede that, theoretically, such a psychological reaction is possible.

Kirk's defense attorney, Samuel T. Cogley, elects not to cross-examine Shaw's witnesses, and remains silent while she makes a case against her old friend. When Cogley puts Captain Kirk on the stand, however, the wily lieutenant does not take long to interrupt proceedings. While the computerized court clerk is reading out Captain Kirk's lengthy service record and details of commendations he has received, she concedes the captain's estimable record, implying that it need not be read out in full. Cogley is more than ready for this stratagem, however, quipping that while he doesn't want to slow the wheels of progress, he wouldn't want these wheels to "run over his client in their unbridled haste."

Shaw versus Kirk

Perhaps Arel's most dramatic moment comes when she gets the chance to cross-examine Captain Kirk. She states bluntly that the prosecution does not want to dishonor Kirk, but that facts are facts. She asks the court to study a visual extract from the *Enterprise's* computer log that shows exactly what took place on the bridge during the fateful ion storm. She instructs the computer to freeze the frame and magnify the console to the right of Kirk's chair, after the captain signals a yellow alert. She continues the action until a further frozen frame clearly shows Kirk's finger pressing the pod jettison button, while the condition signal

"Jim Kirk, my dear old love, I am the prosecution and I have to do my very best to have you slapped down hard, broken out of the service in disgrace."

— Lt. Arel Shaw to Captain James Kirk



★ Exonerated

Kirk's crew watch as their captain is cleared of all charges when Ben Finney is found alive aboard the ENTERPRISE.

still reads yellow alert, not red alert. This proves that when the pod containing Finney was jettisoned, the emergency did not, as yet, exist; Kirk is undoubtedly at fault.

After a recess, the court reconvenes to reach a decision. Spock and McCoy rush in and go into a huddle with Kirk and Cogley,

however, and Cogley excitedly asks the court to hear new evidence. Arel objects, accusing Cogley of undue theatricality. Cogley counters that saving an innocent man is not theatrical, and makes an impassioned plea on the grounds of human rights that Kirk deserves the chance to rebut evidence made

★ Difficult proceedings

Arel Shaw is charged with prosecuting her former lover, Captain James T. Kirk. During the trial she puts aside her feelings to focus on her work.

against him. Arel indignantly objects, saying that all the witnesses have already been produced in court, and that Cogley has had the opportunity to see and cross-examine them. Cogley asserts that the most devastating witness against Kirk was the *Enterprise* computer, and requests a further adjournment so that the hearing can be reconvened aboard the starship. Arel protests, but to no avail.

Victory in loss

When it is proved conclusively that an insane Finney faked his own death, hoping to destroy Kirk's career, the prosecution is dropped. Kirk does not bear a grudge against Arel for doing her job, and for once she is glad that she has lost her case. Her professional integrity must come first, but this does not stop her caring.

THE TWO SIDES OF AREEL SHAW

Dressed for success

When she is off duty, Arel Shaw favors long, flowing, colorful dresses, and wears large, oblong color-coordinated earrings. She is a warm and sensual person, even a little flirtatious with her friends. The contrast with her appearance and manner when at work could not be more striking – while on duty she wears a red Starfleet Command uniform, with its golden starburst insignia, no earrings, and a brisk, confident, and businesslike attitude. The fact that she is allowed to prosecute in such an important case – especially one in which the defendant is a former lover of hers – speaks volumes for her professionalism, and the trust her superiors place in her.

▶ Relaxed

Shaw's appearance becomes more relaxed during her off-duty hours. Her Starfleet uniform is swapped for colorful dresses.



▶ Old flame

Shaw and Kirk cannot resist renewing their passion, albeit for only one kiss.



Lt. Aquiel Uhnari

Lt. Aquiel Uhnari is suspected of murdering her Starfleet colleague and cannot account for her actions. Fortunately for her, Geordi La Forge believes she is innocent.

Aquiel Uhnari is a junior grade Starfleet lieutenant serving on *Relay Station 47*, a remote subspace communications facility situated near the Klingon border. She is dark-skinned, in her late 20's, and wears the blue uniform of a science officer. Her duties involve maintaining the relay controller grid, and recalibrating and aligning the station's antenna systems. Aquiel's pet dog, **Maura**, is with her on the station for companionship.

Proud of her heritage

Aquiel is a member of the humanoid **Halian** race, who are broadly similar in appearance to humans. The main differentiating feature is a series of low, convex ridges on their foreheads containing two small vents positioned about an inch above each eye. Haliens

are partly telepathic, and can use a **Canar crystal**, found on their homeworld, to focus their thoughts and to strengthen emotional links with lovers.

Aquiel's main interests are music and reading Gothic novels. She enjoys singing, having performed a traditional Halian song, the **Horath**, at the **Halian Batarael festival**. She shares a close bond with her sister and often compiles messages for her, in which she talks about her dreams and work-related problems. When feeling cheerier, she sometimes bursts into song, but there is an undercurrent to many of these messages that suggests Aquiel is homesick. She longs for **Muskan seed punch**, a Halian beverage that her mother used to prepare with chunks of the seed still in it.

Lt. Uhnari is a dedicated Starfleet officer, but not

PROFILE OF AQUIEL UHNARI

NAME: Aquiel Uhnari

LIFE FORM: Halian female

RANK: Lieutenant, junior grade.

POSTING: *Relay Station 47*, near the Klingon border.

FAMILY: At least one sister, with whom she keeps in regular contact.

REMARKS: Aquiel Uhnari is a difficult officer to get along with. Few of her colleagues have had anything good to say about her, so no one finds it odd when Lt. Keith Rocha also finds her problematic. She is far from a psychotic murderer, however.

FIRST SEEN: 'Aquiel' [TNG]



▲ The Halian Aquiel Uhnari is pretty but argumentative, leading her previous commanding officer to recommend her for a remote posting on a Starfleet subspace communications facility with only one other member of staff.

GETTING TO KNOW YOU



★ **Buzzed**
Captain Morag, the commander of a **KLINGON BATTLE CRUISER**, has a habit of flying close by the **STARFLEET RELAY STATION** in an effort to intimidate young Aquiel. When she goes missing, he is suspected of murdering her.

always a model one. Her record from her previous posting, on **Deriben V**, is far from ideal; her commanding officer described her as argumentative and quick to take offense, and personally

requested her transfer to the remote relay station. Shortly before **Stardate 46458**, a new senior officer, **Lt. Keith Rocha**, is posted to *Relay Station 47*.

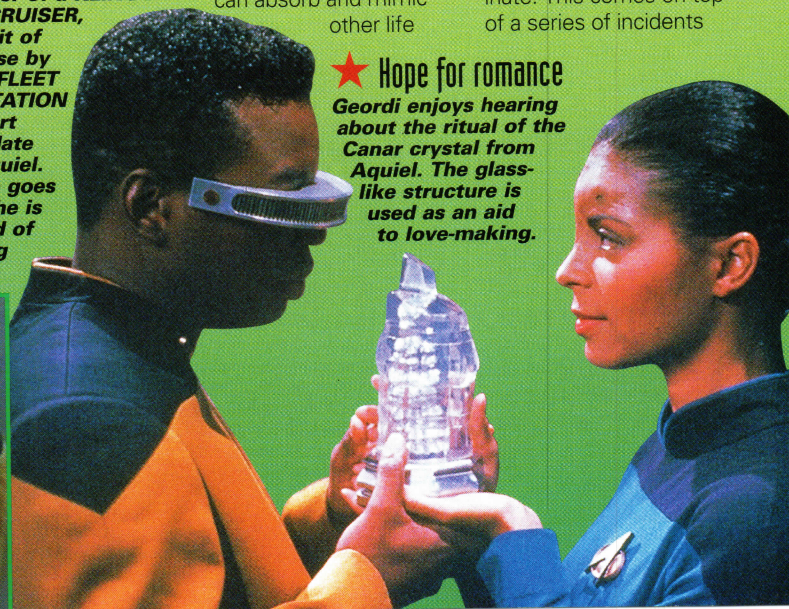
Unknown to Aquiel, the 'Keith Rocha' who arrives is actually a **coalescent organism**, an entity that can absorb and mimic other life

forms. Whether the organism reflects Rocha's personality accurately or not, it does not interact well with Aquiel, who regards 'him' as rude, arrogant, and condescending. In turn, it describes her in a draft report to Starfleet as belligerent and insubordinate. This comes on top of a series of incidents

★ **Hope for romance**
Geordi enjoys hearing about the ritual of the **Canar crystal** from Aquiel. The glass-like structure is used as an aid to love-making.

★ Messages for home

Aquiel records regular log entries and sends messages to her sister. Her correspondence gives Geordi an insight into her personality.



OTHER CARDS IN THIS FILE...

33C GEORDI AND ROMANCE

SEE OTHER FILES...

STARBASES AND SPACE STATIONSFile 32

STAR TREK: THE NEXT GENERATION....File 69



Lt. Aqueil Uhnari

★ Home from home

Life on the remote RELAY STATION 47 can be very lonely, but Aqueil is keen to keep in touch with her Halian culture as closely as possible. Many of the ornaments in her room are reminders of her background.



★ Only friend

Aqueil has brought her dog, Mauna, with her to the station. She often seems to have trouble getting on with her colleagues, and may have adopted the pet to ensure that she always has some form of companionship.



★ Looking for clues

Geordi La Forge is tasked with looking through Aqueil's possessions to see if anything in her room gives any clue as to why she has disappeared. As he does so, he finds himself becoming attracted to the lonely girl.

★ Suspected

The murder enquiry takes an unexpected turn when Uhnari is returned to her post by Klingons, who found her making what appears to be a speedy getaway from the scene of the crime, armed with a phaser.

involving a Klingon commander, **Morag**, whose patrols of the area take him within range of the station every six days. He seems to enjoy trying to intimidate Aqueil, and has even locked his vessel's disruptors on the station on occasion, causing her to panic.

Suspected of murder

Aqueil's problems come to a head five days after the coalescent 'Rocha' arrives. The creature is on edge all morning, but as Aqueil comes to regard irritability to be her colleague's normal behavior, she is unsurprised. Halfway through running a level 2 diagnostic of the message buffer, however, Rocha attacks her without warning and throws her against a bulkhead. She yells at him to stop, but to no avail. He grabs her by the throat, but she breaks free and tries to get to the weapons locker. After that, her memories are hazy, but somehow she manages to reach a shuttlecraft and flee.

The **U.S.S. Enterprise NCC-1701-D** arrives at the relay station on **Stardate 46461**, to deliver supplies. When there is no response to repeated hails, an away team led by **Commander**

Riker makes a thorough search. Aqueil's dog is discovered in an access crawlway, and cellular residue, initially believed to be that of Rocha, is found on the floor, along with Aqueil's bloodstains. There are also unexplained traces of Klingon DNA on the message control module. **Captain Jean-Luc Picard** contacts **Klingon Governor Torak**, who grudgingly agrees to bring Commander Morag to the *Enterprise* for questioning. **Chief Engineer Geordi La Forge** is given the task of accessing the station logs to try to explain the mystery, and finds himself attracted to the quirky Uhnari while listening to her numerous log entries.

There is a further surprising development when Governor Torak returns with Aqueil, who was found on the Klingon side

of the border, heading toward **Sector 2520**. Her inability to explain what happened on the station makes her a strong suspect for Rocha's murder. She claims not to remember what happened after she was attacked; she doesn't think she managed to get to the weapons locker, and relays the events as if her memories of them have been drained out of her.

The truth revealed

Dr. Beverly Crusher tries to separate the cellular residue found on the station from the deck plate in order to do a DNA scan, while Commander Riker reviews Aqueil's service record. A **phaser**, missing from the station weapons locker, is found on Aqueil's shuttlecraft, set to kill, making it very difficult for Riker to believe her pleas of innocence.

Geordi and Aqueil spend some time together in **Ten-Forward**. Geordi confesses that he has been reading her personal logs, but reassures her that he doesn't think she killed Rocha, and later speaks up on her behalf when Riker asks more searching questions. He even covers for her when he finds that she accessed and deleted some logs made by 'Rocha' that were critical of her.

Fortunately, Dr. Crusher discovers that what was thought to be Keith Rocha was in fact the coalescent organism; now in the form of the dog Maura, it attacks Geordi, who destroys it with a phaser burst. Fully acquitted, Aqueil prepares to return to **Starbase 212** for reassignment, having emerged from her ordeal with a new friend in Chief Engineer Geordi La Forge.

LT. KEITH ROCHA

Dead on arrival

Keith Rocha has an impressive Starfleet service record, including two decorations for valor and three outstanding evaluations from previous commanding officers. His last posting is to an outpost in the remote Triona sector where, it is believed, he is killed and replaced by the coalescent organism. It seems improbable that the ersatz Lt. Rocha encountered and despised by Aqueil Uhnari was much like the real one.

▶ Mimetic

The first clue to what has really happened on RELAY STATION 47 comes when Dr. Beverly Crusher notices that the residual DNA discovered on the deck plates has the ability to mimic the form of any living tissue with which it comes in contact – such as the doctor's hand.



▶ Lying in wait

The coalescent organism's new form – that of Lt. Uhnari's pet dog Mauna – allows it to travel around the station freely. It plans to attack Geordi La Forge in Aqueil's quarters, but the engineer is able to kill it with a phaser blast before it can harm him.

"I'm not a model officer – I realize that. Sometimes I act on impulse instead of thinking things through."

— Aqueil Uhnari

Kol and Dr. Arridor

The Ferengi are the Alpha Quadrant's resident experts on taking financial advantage of any situation. When a mission to investigate a wormhole strands Kol and Dr. Arridor in the Delta Quadrant, they extend the influence of the Rules of Acquisition to the other side of the Galaxy.

The Ferengi race's obsessive desire to make profit has made them infamous across the Alpha and Beta quadrants. It is only natural, therefore, that **Dr. Arridor** and **Kol** follow their instincts when faced with a virtually unique opportunity.

In 2366, **DaiMon Goss**, Dr. Arridor, and Kol, Goss's counsel, attend the auction of the **Barzan wormhole**, believed at the time to be the only stable wormhole in existence. Kol's duty is not clearly defined, but he is allowed to carry the bag of gold which forms Goss's initial offer – evidently an indication of great trust.

Arridor is the DaiMon's personal physician. One of his duties is to prepare a distillation of Goss's blood

pyrocytes to provoke an extreme allergic reaction in a bidding competitor – in essence to poison them. He is certainly a competent medic; his unethical handiwork cannot be detected by the **U.S.S. Enterprise NCC-1701-D's** biofilters. Arridor also demonstrates some engineering skill; he is capable of reconfiguring a **matter-antimatter generator** to produce an **ionic disruption field** that can frustrate a starship's **transporter beam**.

Both Ferengi are capable pilots, as they demonstrate when they effortlessly control a **Ferengi Pod** during an investigation of the wormhole with a team from the *Enterprise*. They are not as cautious as their **Starfleet** competitors, however, and refuse to

PROFILE OF KOL & DR. ARRIDOR

NAMES: Kol and Dr. Arridor

LIFE FORMS: Ferengi males

OCCUPATIONS: Delegate [Dr. Arridor]; Counsel to DaiMon Goss [Kol]

REMARKS: The inventive Ferengi turn a potential disaster to their advantage.

FIRST SEEN: 'The Price' [TNG]

LAST SEEN: 'False Profits' [VOY]



▲ Dr. Arridor and Kol see an opportunity for profit when they find themselves stranded on a primitive world whose inhabitants mistake them for gods.

heed **Geordi La Forge's** warnings about the apparently random nature of the wormhole terminus.

Taking risks

Arridor's smug belief in his own calculations, even when contradicted by sensor information, proves their undoing. He and Kol are left trapped in the **Delta Quadrant**, 70000 light years from home, when the wormhole terminus shifts unexpectedly. Soon after, their vessel crashlands on a **Class-M** planet.

The two Ferengi put down in the middle of the town square of **Takar**, among a simple bronze-age civilization. Their impressive arrival, leaving a trail of burning plasma behind them, is in keeping with an ancient story known as the **'Song of the Sages'** – and in true cunning Ferengi fashion, they see the potential for profit in this situation, happily assuming the roles of the deities spoken of in the legend.

Before long, the Ferengi are wearing fine robes and

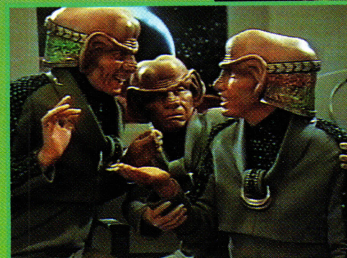
living in the lap of luxury, surrounded by personal servants and beautiful women who are more than willing to perform **oo-mox**. Their only labor comes in occasional appearances before the crowds, to whom they dispense Ferengi wisdom. These visitations are accompanied by much pomp and ceremony. A great gong is beaten, female servants sashay out of the 'temple' ahead of them, and then the 'holy icon' – a simple **replicator** – is wheeled out.

THROUGH THE WORMHOLE

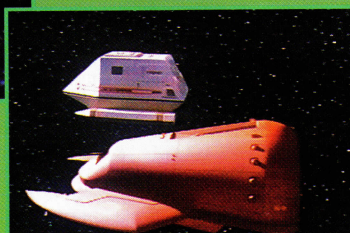


★ Dark voyage
Conditions inside Kol and Arridor's FERengi POD are dark and cramped. Their instruments are not as precise as Starfleet's.

★ Beautiful
The Barzan wormhole is a beautiful phenomenon, though the Ferengi see it purely in terms of profit.



★ Win at all costs
Kol, Arridor, and Goss intend to win the Barzan business negotiations by poisoning their rivals.



★ Head for the Delta Quadrant
Kol pilots the FERengi POD also containing Dr. Arridor as it sets off, along with a Starfleet shuttle.

★ Faux Ferengi

Neelix, a Talaxian from the U.S.S. VOYAGER, is disguised as a Ferengi so that he can retrieve Kol and Arridor from Takar without disrupting the locals' religious beliefs.



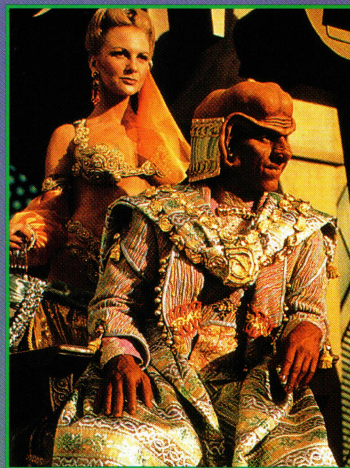
OTHER CARDS IN THIS FILE...

- 1 QUARK
- 5 GRAND NAGUS ZEK

SEE OTHER FILES...

- SPACE PHENOMENA.....File 5
- OTHER GROUPS AND RACES.....File 18
- STAR TREK: THE NEXT GENERATION...File 69
- STAR TREK: VOYAGER.....File 71

Kol and Dr. Arridor



★ The boss

The sages are supposed to be equals, but Dr. Arridor likes to think of himself as the smarter of the two.

Kol and Arridor themselves follow, to take submissions from the people and dispense copies of the **Rules of Acquisition**. The pair take scant pity on those who ask fiscal favors: a man with a failing business and family to feed is told that he is overlooking the fact that exploitation begins at home. He can underpay his workers.

The Ferengi share power, but Arridor is definitely the brains behind the throne. He is known as the **Greater Sage**, Kol as the **Lesser Sage**. Arridor is chief dispenser of wisdom, whereas Kol throws in the odd comment, collects payment for their advice, and receives oo-mox. The physician nevertheless loves counting the money. They tend to bicker among themselves over the mechanics of governing, such as who is to blame when the takings from various



★ Beamed aboard

The Ferengi commoners are beamed aboard the U.S.S. VOYAGER, whose captain is far from happy.

"Dear friends, in our great munificence, we will allow you to come forward, to honor our greatness, and glorify our generosity. Approach the Holy Sages. Approach your gods, and speak your heart."

— Dr. Arridor

provinces are down. They do not need the local currency, but the Ferengi mind-set is such that they charge automatically.

The arrival of the **U.S.S. Voyager NCC-74656** in 2373 threatens the tidy financial arrangement that Kol and Arridor have set up. The two Ferengi are initially intimidated when they are transported aboard the **Federation** starship, but Arridor keeps his wits about him. He successfully argues that **Captain Kathryn Janeway** will be destroying Takarian society's spiritual structure if she intervenes, thus breaking the **Prime Directive**.

Janeway instead hatches a plan to make the Ferengi leave of their own accord: **Neelix** is disguised to resemble the **Grand Proxy**, the

★ No repentance

Kol and Arridor have no intention of giving up the cushy life they have developed, and try to leave.



official messenger of the **Grand Nagus**, and claims he has traveled through the wormhole to take the Ferengi back to their homeworld. The Greater and Lesser Sages refuse to give up what they have built, however. They create a variety of excuses to stay put, including claiming that profits in this particular market depend on their presence, and offering to forward 20 percent of the profits to the nagus at regular intervals.

Game up

Arridor even thinks to turn to the unabridged and fully annotated Rules of Acquisition for a loophole. Finding nothing there, he skillfully evokes the unwritten rule: where no appropriate rule applies, make



★ Lesser Sage

Kol objects to being cast as the lesser of the two sages, but can do little about the scheming of his more intelligent partner.

one up. This covers assassinating the Grand Proxy. Neither Ferengi is particularly bloodthirsty, however, and they seem rather relieved that they do not have to kill Neelix when his true identity is revealed.

The Sages' satisfaction turns sour, however, when the people decide to burn them alive to fulfill the prophecy of the Song of the Sages. They are able to console themselves that at least they had seven years of pure profit, and so their lives were meaningful. Being beamed to *Voyager* without their wealth is almost an anticlimax.

They again demonstrate their cunning when they accost a Starfleet security officer and make a getaway in their pod, which has also been beamed aboard. Their first thought is to return to the planet that has been a license to print money, but their attempts to scramble *Voyager's* transporter beam destabilize the newly-materialized wormhole back to the **Alpha Quadrant**. A gravitational eddy pulls them into the phenomenon, once more delivering them to an unknown fate. One thing is certain, however: if there is any profit to be made at their destination, Kol and Dr. Arridor will seek it out.



★ The way home?

Kol and Arridor's FERengi POD is sucked through the wormhole to an uncertain destination.

TAKING OVER

Greediness is next to godliness

It is a simple matter for Kol and Arridor to establish their divinity, as they are able to perform apparent miracles with their *Ferengi Pod's* replicator. They quickly establish their own religion, based on the Rules of Acquisition. The impressionable people of Takar seize upon their words and the society swiftly accommodates a new creed: "Greed is eternal."

In less than a decade, the culture is permeated with Ferengi principles. The people place a material value on everything, and quote pearls of wisdom, such as the fact that you can tell a great deal about a man from his shoes, and a wise man can also hear profit in the wind. Kol and Arridor even insist that people wear at least one 'ear', sold at the market, to visit them in the temple. Those who do not face a fine or arrest.



★ Technology

The Ferengi have access to modern devices and technology, such as replicators. This seems like magic to the bronze-age Takarians.

★ Oo-mox on demand

Plenty of local girls are more than willing to provide their Sages with the sensual Ferengi ear massage.

Starfleet Interfaces: Development

One of the most important factors in the smooth running of any Starfleet facility, be it a starship or a planetside base, is the ready availability of relevant data and a speedy means of communicating this data to one's colleagues. The interface technology that makes this possible has been evolving for centuries.

The complex operating systems that govern the computerized functions of a Federation starship require sophisticated interfaces to control them, the design of which has to be simple enough to allow an operator to issue and carry out commands as efficiently as possible, particularly under the most trying of situations. Computer screen interfaces must therefore feature controls that are easy to understand and operate, and it is equally important that they can be reconfigured or altered to perform other tasks when required. This is a design philosophy that has been followed by Starfleet engineers for more than 100 years, and it is interesting to note how far the development of computer screen interfaces has progressed since the cumbersome two-way toggle and push-button switches, accompanied by basic visual display systems, found on the original *Constitution*-class vessels.

Multi-tasking

Most of the control interfaces developed by Starfleet engineers are touch-sensitive, and the software controlling the relevant screens can be defined and altered within the highly resilient surface layers of the duty station. This method of

continually reconfiguring controls gives an enormous amount of flexibility to duty stations, particularly in smaller vessels that may have a premium on available space yet still require the same number of control systems as a much larger vessel. Visual displays can be integrated into consoles of just about any size, and even the smallest computer-generated displays can be adapted to show complex information clearly.

The human touch

Computer screen interfaces are required for a wide variety of uses. At the simplest level, they represent the primary control method for all systems and functions aboard a vessel or facility. There is an obvious need for all aspects of a vessel's operation to be controlled, monitored, and displayed, from the configuration and output of a warp reaction, to the master display of an entire vessel. Data used to calculate navigation and the projection of a chosen course are particularly vital information, and the ability to quickly and accurately change information via buttons, touch-sensitive sliders, or PADDs, is just as important. Tactical information during potential combat requires instantly updated information that reflects the relative positions and power of opposing forces, and it must be presented in



▲ In the 23rd century, many starships are fitted with viewing consoles at which captains and other senior crew can review information stored on thin plastic data cards. Records from different library systems can be cross-referenced easily on this facility.

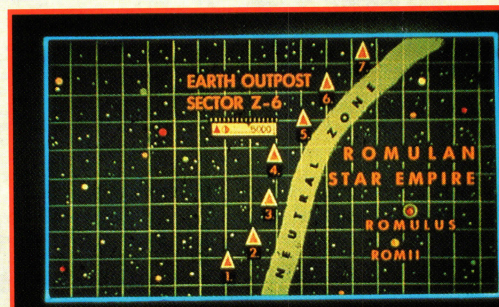


▲ Henry Starling pioneered computer screen interfaces in the 1990's, using technology stolen from the 29th century.

▼ The controls aboard most 23rd-century starships comprise a series of press buttons and toggle switches, in contrast to the touchscreen displays commonly used in the following century.



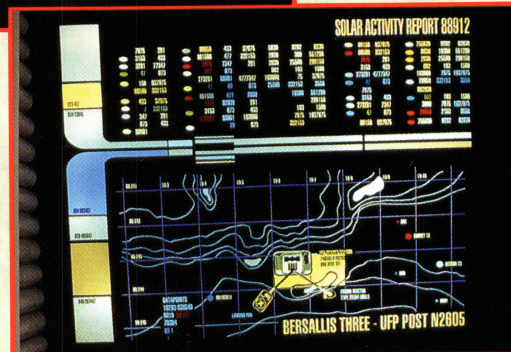
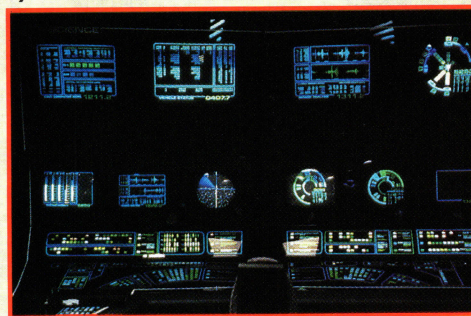
◀ The best way to present data is often the most simple. For instance, this viewscreen display from the 2260's, showing the relative positions of the Federation and the Romulans along the neutral zone, has basic but clear graphics.



▼ In the late-23rd century, the workstations on starship bridges were often surrounded by small interface screens that allowed the duty officer to review several systems at once.



▲ By the time the U.S.S. ENTERPRISE NCC-1701-A is launched in 2286, most of the push-button interfaces have been replaced by flatscreen technology. There is now more visual data available.



▲ Visual and numerical data is often displayed simultaneously, allowing crew to review the results of different scans alongside maps and geological data, such as that displayed on this interface screen from the late 2360's.

Starfleet Interfaces: Development

such a way as to allow commanders to make the most informed decisions. Equally important are the computer interfaces used in medical facilities, which often display highly complex graphical representations of the patient's body structure, and also have the ability to delicately modify computer-controlled medical tools during the treatment process.

Buttons to touchscreen

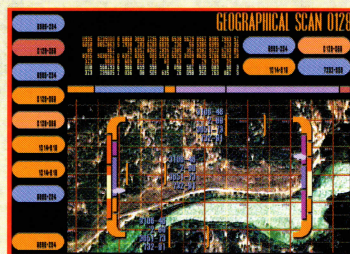
Shipboard interface technology has advanced greatly in the last 100 years. As late as the mid-23rd century, many bridge controls on the *Constitution*-class starships that comprise the backbone of the Federation's fleet use some push-button interfaces, and much information is stored on data cards rather than contained in a central computer system. By the 24th century, almost every button has been removed from the interfaces, and many operations, such as directing a **turbolift** to its destination or programming a **replicator**, can be carried out by voice commands. Areas such as Stellar Cartography labs offer vast viewing screens on which all kinds of data can be displayed, and holographic interface technology is beginning to become widespread. The advancements of the next century are likely to be just as impressive as those seen over the last.

23rd-century tricorders utilize a compact screen and a small selection of push-button controls.

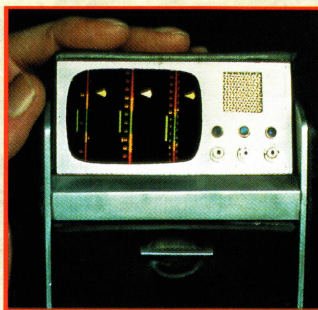


Even in the 24th century, a design ethic of simple graphics still holds sway. A silhouette of a **KLINGON-BIRD-OF-PREY** against a simple star map provides all the information necessary to make a tactical assessment of the situation.

The visual information displayed on duty console monitors is often overlaid with a grid that enables the operator to identify specific areas and zoom in on them for more detailed scanning and data recording. Individual buildings or identifiable markers on a planet's surface can be pinpointed by a starship in orbit.

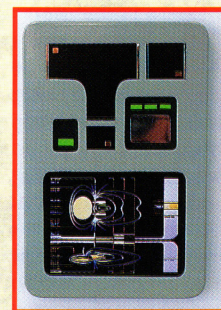


A design system similar to the frames used on Internet browsers of the late-20th century is still seen on 24th-century consoles. Static images and display readouts to the top and right-hand side of the screen remain static around a main body of scrolling text.

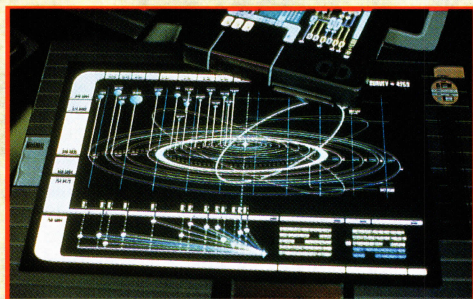


Starfleet tricorders used during the 24th century utilize a similar method of interface controls to larger displays.

Similarly, the compact PADDs that are used to display information make use of touchscreen technology.



ASTRAL NAVIGATION



Some data interface screens lie flat on tabletops rather than sit on wall displays. Most display screens can be incorporated into portable devices such as PADDs, tricorder screens, and handheld electronic notebooks, ideal for use during away missions and multiple briefings.



The visual technology found in the Stellar Cartography lab aboard the U.S.S. *ENTERPRISE* NCC-1701-D is able to superimpose the text of computer screen interface readouts onto a full-wall star chart, and zoom in on selected areas to display more detailed information.

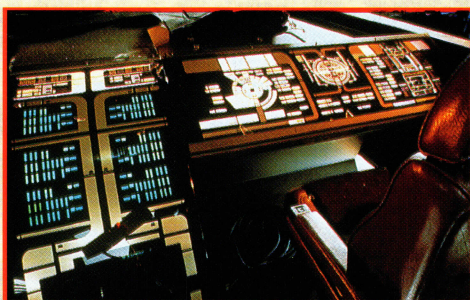


Stellar Cartography on the *INTREPID*-class U.S.S. *VOYAGER* NCC-74656 is fitted with holographic display technology that can project an image of an entire planet into the center of the spacious room. The spacious facility allows the crew to plot a more direct course to the Alpha Quadrant.

INTERFACES THROUGH THE CENTURIES



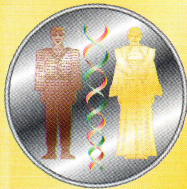
The controls that are found in the transporter rooms of 23rd-century starships feature a series of levers that must be accurately manipulated in order to effect safe and rapid transport.



The array of controls that is presented to the pilots of Federation shuttles – and other small vessels – may appear bewildering to the untrained eye, but are, in fact, of the most efficient design possible.



The interface technology observed on the 29th-century *TIMESHIP RELATIVITY* is not too different from that found on ships half a millennium before – a result of the *TIMESHIP* *AEON*'s pollution of the timeline.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 144



OTHER GROUPS
AND RACES

PHOTONIC ALIENS

The discovery of an entirely new form of life — one that is based on photonic energy — is a major scientific find for the crew of the *U.S.S. Voyager NCC-74656*. Unfortunately, it plunges them into a bitter conflict with the evil genius Dr. Chaotica.

Prior to the discovery of **photonic life forms**, the only significant source of photonic energy recognized by the crews of **Federation** starships is in the construction of characters and locales within the **holodecks** that provide a continual source of escape from everyday duties. In 2375, however, the presence of such life forms is detected outside the confines of a holodeck, within a layer of subspace in the **Delta Quadrant**.

Photonic visitors

The first noticeable sign of photonic life manifests itself in the form of **subspace distortions**. These anomalies appear

as small, purple-hued 'tears,' little more than one meter across, which rest several meters above the ground. The distortions do not appear to emit any harmful radiation, as both human and **Vulcan** personnel from the Federation starship *U.S.S. Voyager NCC-74656* study them at close quarters without any noticeable ill effects.

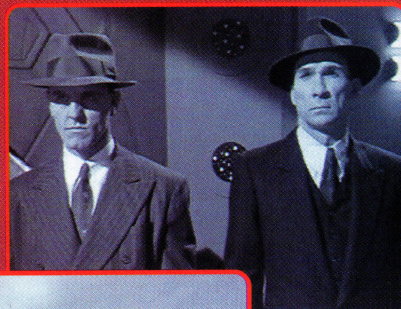
The distortions herald the arrival of the photonic aliens themselves, who descend from the anomalies in shimmering spheres of energy, which quickly assume humanoid form. The usual physical appearance of these life forms is unknown, as they seemingly adapt to the environment within which

they manifest; in this instance, the holodeck-generated 1930's science-fiction serial **'The Adventures of Captain Proton!'** The aliens are perfectly adapted to the program, as they wear suits befitting the time period, and even appear in the monochromatic tones of the environment.

We come in peace . . .

The primary mission of the visitors is quickly identified as one of benevolence and exploration. The only noticeable devices they carry are small handheld units, which are swiftly pressed into service to survey the surrounding landscape, and appear to function in a similar manner

▶ *The photonic aliens manifest as well-dressed humanoid males, allowing them to fit in perfectly with the holodeck-created surroundings.*



◀ *The only sign of intelligent life apparent to the photonic aliens is the gleaming visage of Dr. Chaotica's Fortress of Doom.*

to the **tricorders** carried by **Starfleet** officers when they take part in away missions. These devices also seem able to carry out a variety of other functions, including communications and defensive purposes; one photonic alien wields the unit as

OTHER CARDS IN THIS FILE...

- 1B NON-CORPOREAL BEINGS
- 121 THE NACENE
- 130 SILVER BLOOD ALIENS
- 138 THE SRIVANI

SEE OTHER FILES...

STAR TREK: VOYAGER...File 71

LOGGED IN SPACE

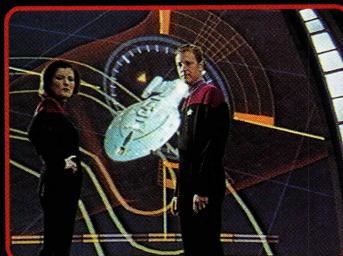
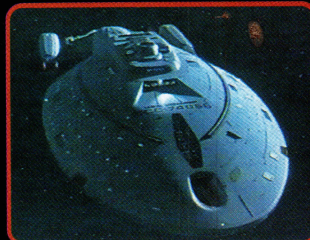
Stranded

The natural realm of the photonic aliens is a layer of subspace that forces the *U.S.S. Voyager NCC-74656* to drop out of warp, and even prevents movement at impulse speeds. The cause of this is a gravimetric drag on the starship, which results in extreme tortial stress being exerted on the vessel's hull. The phenomenon is aptly termed a "subspace sandbar" by Lt. B'Elanna Torres. Attempts to shut down the vessel's warp drive and navigate using thrusters alone are initially successful, but the only sure-fire way to free the starship is to assist the photonic aliens in defeating Chaotica. Once this has been done, the aliens depart

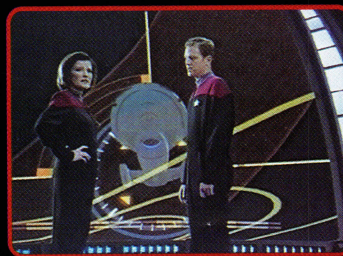
Voyager, allowing it to clear the unstable region of space.

◀ *The U.S.S. VOYAGER becomes stuck on a "subspace sandbar."*

▶ *The crew believe they can free VOYAGER by powering down the warp core.*



▶ *The astrometrics lab aboard VOYAGER displays how the starship is lodged in space.*



Designation	Photonic life forms
Class	Unknown
Quadrant	Delta
Inhabitants	Comprised of energy

Government	Unknown.
Environment	The photonic aliens exist in a layer of subspace. The barrier between normal space and subspace is found to be unstable in this region.
Features	The photonic life forms are a peaceful species. They label themselves explorers, and express an interest in discovering life forms similar to themselves whom they may develop with and learn from.
Starship log	STAR TREK: VOYAGER: 'Bride of Chaotica!'

GALAXY FACTS

▶ Seven of Nine runs a transpectral analysis that reveals the barrier between normal space and subspace to be unstable in the region inhabited by the photonic aliens.

▶ The strain exerted on *Voyager's* hull will result in a complete structural collapse after 16 hours.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

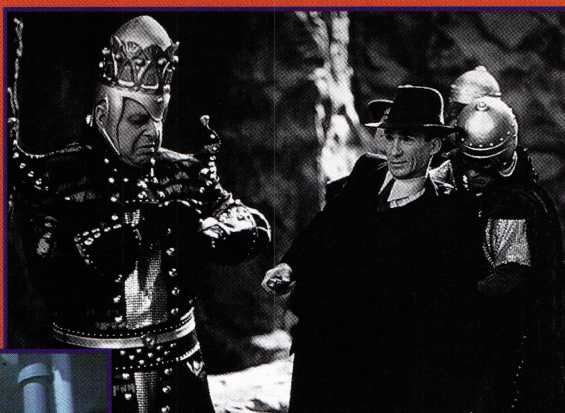
CARD 144

PHOTONIC ALIENS



OTHER GROUPS
AND RACES

▶ Subspace fissures herald the arrival of the photonic aliens on *VOYAGER's* holodeck.



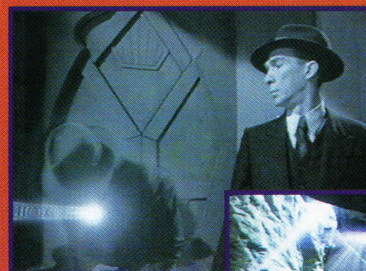
▶ **Satan's Robot** lunges toward a photonic alien as Paris and Tuvok attempt to make first contact.

▶ The photonic aliens are shocked to be taken captive by Lonzak soon after their arrival.

character in a war; Captain Proton's nemesis initiates conflict with his **Death Ray**. In response, the aliens themselves utilize powerful spheres of energy which are propelled out of the subspace distortions, devastating the Fortress of Doom, and killing hordes of Chaotica's henchmen.

The war results in the unfortunate deaths of at least 53 photonic life forms within their subspace realm, and it also poses a significant threat to the safety of the *Starship Voyager*, as the conflict is waged within the confines of the vessel itself.

First contact between the Starfleet crew and the



▶ **VOYAGER's** crew are able to monitor the events on the holodeck from the Astrometrics lab.



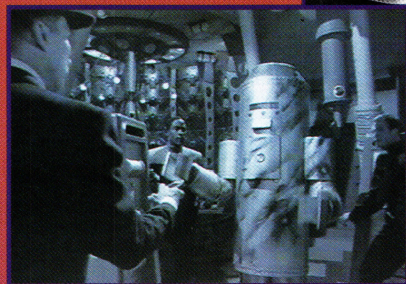
▶ **Dr. Chaotica** orders the execution of the photonic aliens, believing them to be "invaders from the Fifth Dimension."

photonic life forms occurs by chance, when *Voyager* crew members **Ensign Tom Paris** and **Lt. Commander Tuvok** enter the holodeck to investigate the bizarre happenings. They encounter the alien who earlier avoided death at the hands of Chaotica, and attempt to glean information from him. Unfortunately, the photonic being appears somewhat shocked at their presence, and stubbornly refuses to accept them for what they are, or indeed acknowledge that *Voyager* even exists; despite the sophisticated nature of his handheld scanning devices, the unit fails to register the two officers as life forms. Indeed, the alien even proceeds to state that he is unfamiliar with biochemical

life forms. He believes the holodeck simulation to be reality, and that the two officers are an "illusion designed to deceive us."

Unfulfilled contact

Ultimately, *Voyager's* crew are unable to learn a great deal about the photonic aliens; the only member of the starship's crew able to engage the species in meaningful talk is the **Emergency Medical Hologram**, due to his equal status as a photonic being. Nevertheless, further contact with the species beyond the confines of the holodeck does not occur, and it seems likely that the photonic aliens will continue to remain unaware of the multitude of biochemical species that exist throughout the Galaxy.



a weapon when he believes his life to be under threat, and even uses it to fire upon **Satan's Robot** as it lurches menacingly toward him.

Despite the peaceful claims of the aliens, the two visitors to *Voyager's* holodeck are quickly captured by the elaborately dressed **Lonzak**, the evil **Dr. Chaotica's** chief henchman. The visitors show no hostility, and calmly accept their captivity. Lonzak takes the photonic life forms to the **Fortress of Doom**, where they are presented to the fiendish **Dr. Chaotica**.

The principle motivations of the captured aliens, once they have ascertained who their captors are, is to convince Chaotica that they mean no harm. They are simply explorers; they state that their mission is "to contact other photonic life forms. To learn from them." Despite this, Chaotica forces them to kneel in front of him, and expresses his opinion that they are the vanguard of an invasion force, dubbing them "invaders from the Fifth Dimension." When confronted with such a hostile situation, the

photonic explorers elect to terminate contact. Chaotica, however, swiftly orders their execution, and one of the aliens is vaporized by a shot from a ray gun. The aliens are susceptible to energy weapons in the confines of the holodeck, and are not protected by the safety protocols that shield flesh-and-blood visitors from harm.

Holodeck conflict

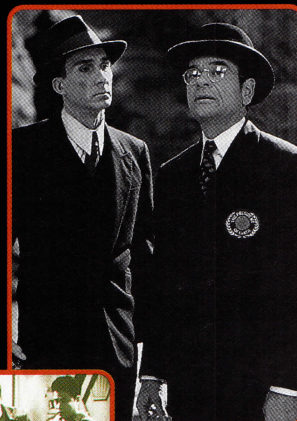
The hostile action displayed by Chaotica leads the photonic aliens to engage the holodeck

PRESIDENT OF EARTH

Playing the part

In an attempt to bring an end to the war that is being waged in **Holodeck 2**, the crew of *Voyager* resolve to enter the simulation and defeat **Dr. Chaotica** themselves. To do so, several of the senior officers must assume the parts of the holodeck characters – and it is left to the Doctor, the only crew member able to initiate contact with the photonic life forms, to take the part of **President of Earth**. The Doctor uses a discarded alien scanning device to summon one of the aliens, and successfully convinces them to stop firing their energy weapons as, although they do not pose a threat to the biochemical crew, they do present a risk to the rocket ship **Tom Paris** must use as **Captain Proton**.

▶ The photonic aliens are initially wary of the Doctor when he poses as the **President of Earth**, but soon come to trust him, and accept his offer of assistance from **Captain Proton**.



▶ **Captain Janeway** assumes the role of **Arachnia**, **Queen of the Spider people** in the **Captain Proton** scenario.



▶ **Janeway, Paris, Kim, and the Doctor** are instrumental in the defeat of the devious **Dr. Chaotica**.



FILE 71 STAR TREK: VOYAGER

'Fury'

The **Ocampa Kes** makes a surprise return to the *U.S.S. Voyager NCC-74656*, but instead of the friendly, youthful girl of old, the crew are faced with a bitter and haggard woman, with murderous intentions and a desire to alter the past.

The *U.S.S. Voyager NCC-74656* is contacted by a vessel piloted by **Kes**. Since the *Voyager* crew last saw the **Ocampa** she has aged considerably, and she crashes her craft into *Voyager*. Before impact, she transports aboard the starship, and emits high levels of **neurogenic energy** that rip the bulkheads apart.

Lt. B'Elanna Torres attempts to prevent Kes from draining the warp core, but the powerful Ocampa kills her, then vanishes. She manifests aboard *Voyager* shortly after it first arrives in the **Delta Quadrant**, transforming her appearance to the familiar youthful look. She renders her earlier counterpart unconscious and takes her place to move freely among the crew. At the time, **Captain Kathryn Janeway** is investigating a means of preventing further attacks by the phage-inflicted **Vidians**.

The *Voyager* crew suspect that the Vidians are guiding them into an area filled with **subspace vacuoles** to slow them down in preparation for an ambush. Captain Janeway is confident that by programming the computer to auto-navigate through the area, the prepared ambush can be avoided. **Lt. Commander Tuvok** suggests using the *Delta Flyer* to investigate the area closely, but the senior staff are puzzled by his comment, as is the **Vulcan** himself – the vessel does not exist in this time frame.

Putting the plan into action

Kes plots a course to the Ocampa homeworld aboard a shuttlecraft, telling **Tom Paris** that she is eager to learn to pilot such a vessel when he interrupts her. Elsewhere, Tuvok is further puzzled by seeing **Naomi Wildman**, whom he does not recognize, and then by a vision of the **Borg regeneration alcoves** containing **Seven of Nine** and the Borg children in **Cargo Bay 2**.

Kes contacts the Vidians, and informs them that Captain Janeway is aware of their plans, and offers to supply *Voyager's* tactical data in exchange for safe passage to Ocampa for herself and one other. When asked why she would sacrifice her crew, she replies that they abandoned her a long time ago. Tuvok tells Captain Janeway of his visions of Naomi Wildman and people with Borg implants in the cargo bay. He distinctly feels these to be premonitions, and the

ON SCREEN...



1 Kes contacts the crew of the *U.S.S. VOYAGER NCC-74656*. Since their last encounter, she has aged a great deal by human standards.



2 Kes transports over to *VOYAGER*, and heads for Engineering. She drains the warp core of power to allow her to travel back to an earlier time period.



3 The older Kes appears shortly after *VOYAGER* becomes stranded in the Delta Quadrant. She incapacitates her younger incarnation, and hides her unconscious form.



4 Captain Janeway and the senior staff plot a course through an unstable region of space. They are baffled by Tuvok's suggestion that they use the *DELTA FLYER*.



5 Tuvok has a vision of Naomi Wildman, followed by one of Seven of Nine and the Borg children. These personnel are not aboard *VOYAGER* in this time frame.



6 Kes opens a communications channel to the Vidians. She offers to deliver the crew of the starship *VOYAGER* to them, as long as they allow her to leave unharmed.

'FURY'

"Captain Janeway, I need your help. Will you please give me permission to come aboard?"

– Kes



'Fury'

captain orders continual computer monitoring of his whereabouts.

As *Voyager* begins its journey through the vacuole-infested area, Tuvok notes a ship on a collision course. This does not appear on scanners, and Tuvok asks to be relieved from duty. Captain Janeway learns that **Ensign Samantha Wildman** is pregnant, and as Tuvok's premonitions increase in intensity, he sees Kes killing B'Elanna. He collapses, and Kes impairs his treatment in sickbay.

The computer record of Tuvok's collapse notes the proximity of tachyon particles, which are often associated with time travel. Kes contacts the Vidiian again, still promising tactical data, but saying she cannot transfer it immediately as she would be discovered.

Captain Janeway orders a shipwide scan for traces of tachyon particles, but before it can be carried out *Voyager* is attacked by a Vidiian vessel. The **Starfleet** vessel cannot evade the ship while the auto-navigation is engaged to avoid the subspace vacuoles, and the Vidiian craft compensates for *Voyager's* every move. Kes begins to transfer technical data to the pursuing vessel. When the Vidiians attempt to board *Voyager*, Janeway orders the release of a neural agent developed for use against them, but the environmental controls fail.

Conspirator revealed

The captain realizes the Vidiians must be receiving information, and a transmission is traced to the **airponics bay**. **Chakotay** doubts the readings as they indicate two life forms, both of which are Kes. Janeway confronts the future Kes, who claims she intends to change the future. She adds that when she boarded *Voyager* she was a child, taken from her homeworld and corrupted with ideas of exploration and discovery. With the captain's encouragement she left to explore her developing abilities, but was scared by what she found. By then it was too late to return home, as she would no longer be accepted. By traveling into the past she intends to return Kes to Ocampa, ensuring that her future will follow another path.

Chakotay's tactical knowledge allows *Voyager* to detach from the Vidiian ship, but in the airponics bay Janeway cannot survive Kes's mental assaults, and she is forced to fire a fatal **phaser** beam at the Ocampa. In death, Kes reverts to her haggard form.

Tuvok recalls his premonition of an older Kes standing by *Voyager's* warp core, and

Janeway suggests she was using its power to transport back in time. With the Kes of her time revived, the captain and Tuvok conceive a plan to ensure events play out differently.

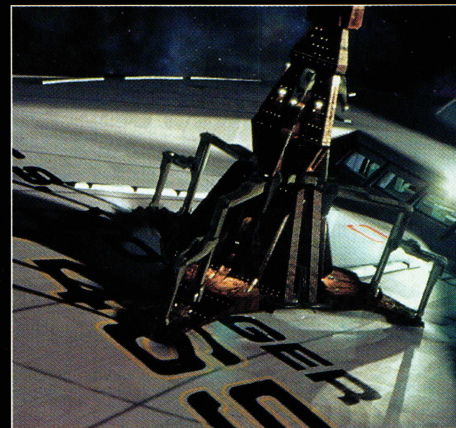
This time when Kes returns, Janeway and Tuvok recall the events of the past and prepare accordingly. When Kes reaches the

warp core she is played a holographic message from her earlier incarnation, requesting that she reconsider her actions. She is calm when Janeway arrives and recalls making the holographic recording. She accepts the offer of help, and is pleased to now be returning to her people.

ON SCREEN...



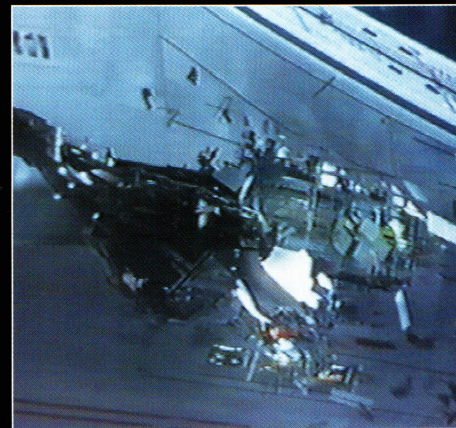
7 Kes purposely administers the wrong treatment to Tuvok when he requires medical attention. His visions of the future threaten to expose her plan.



8 A Vidiian starship locks onto the hull of *VOYAGER*, allowing the Federation vessel to be boarded by the Vidiians, who are eager to harvest the crew's organs.



9 Captain Janeway confronts the future version of Kes in the airponics bay. The Ocampa blames the captain for leading her younger self astray.



10 Chakotay succeeds in freeing the *U.S.S. VOYAGER* from the clutches of the Vidiian ship. The Federation starship escapes relatively unscathed.



11 Captain Janeway is forced to kill the older Kes with a phaser blast when she threatens to destroy the captain with the strength of her mental abilities.



12 The older Kes is confronted with a holographic message from her younger self when she boards *VOYAGER* in 2376. It deters her from her murderous plan.

STARSHIP FACTS

A Harry Kim discovers that the highest concentration of tachyons aboard the *U.S.S. Voyager NCC-74656* are in sickbay, the airponics bay, and Kes's quarters.

A Kes tells Captain Janeway that the Ocampa viewed her as "a monster, an abomination" after her transformation.

Update

derada Miniature chess-type board game. **Tom Paris** and **B'Elanna Torres** played derada to kill time while crossing a **Delta Quadrant** void. Paris frequently opened with the Novokovich Gambit. (*Starship Log: 'Night' [VOY]*) **SEE FILE 71**

dermalplast Protectant used to neutralize the caustic effects of chemicals on the epidermis. **Tom Paris** suggested a great volume of dermalplast would be required to safely visit a **Demon-class** planet. (*Starship Log: 'Demon' [VOY]*) **SEE FILE 71**

dermaplastic A skin-tight, flexible material with a number of applications. Dermalplastic grafts cover wounds and promote skin regeneration.

Seven of Nine's first non-Borg clothing was made of dermaplastic. (*Starship Log: 'The Gift' [VOY]*) **SEE FILE 71**



Seven of Nine's first outfit following the removal of her Borg implants was a silver body suit made of dermaplastic, which helped the regeneration of her human skin.

Derna Bajor's fourth moon. Derna was uninhabited until 2375, when **Romulans** were allowed to erect hospital facilities there. Soon, the Romulans were also building **plasma torpedoes** on Derna, which **Kira** effectively protested with a blockade. (*Starship Log: 'Shadows and Symbols' [DS9]*) **SEE FILES 10, 70**

desalination plants **Monean** structures made of corrosion-resistant alloys and equipped with variable density ballast. After generations of extracting oxygen and drinking water from their waterworld, containment failure was imminent. (*Starship Log: 'Thirty Days' [VOY]*) **SEE FILES 18, 66, 71**

designation Borg collective term for a drone's name, job assignment, and ranking in the hierarchy. The first instruction received by a newly assimilated or matured drone is its designation. (*Starship Log: 'I, Borg' [TNG]; 'Scorpion' [VOY]*) **SEE FILES 15, 69, 71**

Destiny, U.S.S. Federation starship commanded by **Captain Raymer** where **Ezri Tigan** and the **Dax** symbiont were joined in 2374. In 2375, Raymer was ordered to **Kalandra** to join the **Seventh Fleet**. (*Starship Log: 'Shadows and Symbols' [DS9]*) **SEE FILES 31, 43, 70**



Inspector Kashyk of the Devore Imperium tried to fool Captain Janeway, but she saw through his deception even though she found him attractive.

Destructo Beam The major weapon in **Captain Proton's** fictional spacecraft. In 2375, the **U.S.S. Voyager NCC-74656** intersected with the **Fifth Dimension** and the photonic Destructo Beam repaired the **subspace** rift. (*Starship Log: 'Bride of Chaotica!' [VOY]*) **SEE FILES 71**

deuterium injector The matter reactant injector (MRI), which sends pre-heated deuterium into the upper magnetic constrictor of a warp core. Bringing injectors online is a delicate process. On the **U.S.S. Defiant NX-74205**, the deuterium injector startup was problematic since it shared power relays with the impulse system. (*Starship Log: 'Skin of Evil' [TNG]; 'Shattered Mirror' [DS9]*) **SEE FILES 69, 70**

Devore Authoritarian **Delta Quadrant** race who distrust outsiders and execute telepaths. The **Devore Imperium** stretches across 11 systems in three sectors. **Captain Janeway** suffered the repeated intrusion of Devore inspection teams, led by **Kashyk**, in order to travel through their space. (*Starship Log: 'Counterpoint' [VOY]*) **SEE FILES 18, 40, 71**

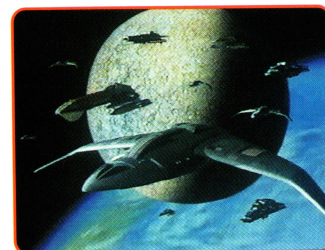
Devos II Alpha Quadrant planet with a **Son'a** outpost. This world was vital to **Dominion** planning because of its major **ketracel white** facility. **Weyoun** sent **Cardassian** vessels to protect Devos II. (*Starship Log: 'Penumbra' [DS9]*) **SEE FILE 70**

Devro Typically cautious citizen of a **Delta Quadrant** civilization known as the **Hierarchy**. Devro worked on a ship with **Phlox**, scanning for starships that appeared to be safe targets for boarding. (*Starship Log: 'Tinker, Tenor, Doctor, Spy' [VOY]*) **SEE FILES 18, 40, 71**

Deyos Vorta warden of a **Dominion Internment Center** where **Worf**, **Garak**, **Dr. Bashir**, and others were held. Deyos ordered his **Jem'Hadar** guard, **Ikat'ika**, to kill Worf and was shocked when Ikat'ika refused. (*Starship Log: 'By Inferno's Light' [DS9]*) **SEE FILES 16, 70**

Dictates of Poetics Blueprint for dramatic writers by **Vulcan** author **T'Hain**. **Tuvok** followed T'Hain's template, in which the plot is determined by a character's traits, when composing a **holoprogram** about a **Maquis** takeover. (*Starship Log: 'Worst Case Scenario' [VOY]*) **SEE FILES 29, 71**

derada
dermalplast
dermaplastic
Derna
desalination plants
designation
Destiny, U.S.S.
Destructo Beam
deuterium injector
Devore
Devos II
Devro
Deyos
Dictates of Poetics
Diego, Captain
dilutis lobe
dimensional gradient
Dimitris
Directive 010
Directive 927
dispersal mode
distress beacon
distribution node
Dividices
Doctor's family program
Beta-Rho
Dominion Battleship
'Don Carlo'
Donegan, Mossie
Dopa system



The makeshift fleet of Bajoran ships that blockaded the arsenal on Derna would have been no match for ROMULAN WARBIRDS.



Devro was not as willing to question the chain of command as his more daring colleague, Phlox, although he would cover for him.



Diego, Captain

This **Starfleet** captain participated in the action that drove the **Dominion** out of **Deep Space Nine** in 2374. (*Starship Log*: 'The Sacrifice of Angels' [DS9]) **SEE FILES 19, 70**

dilitus lobe

Voth olfactory organ located in the cranium. **Gegen** discovered **Chakotay** had no dilitus lobe and assumed his sense of smell to be under-developed and incapable of appreciating the sulfur lagoons of **Hokath**. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILES 18, 71**



▲ The Voth express sympathy for races whose lack of a dilitus lobe limits their sense of smell.

dimensional gradient

Creatures native to **chaotic space** communicated to **Chakotay** that the crew of the **U.S.S. Voyager NCC-74656** had entered chaotic space through a **trimenic fracture** at the **18th dimensional gradient**. (*Starship Log*: "'The Fight' [VOY]") **SEE FILES 18, 71**

Dimitris

A **Maquis** rebel. Just before **Michael Eddington's** death in 2373 on **Athos IV**, he shouted orders to **Crenshaw**, **Yuen**, **Dimitris**, and **Stiles**, though they already left, to confuse the advancing **Jem'Hadar**. (*Starship Log*: 'Blaze of Glory' [DS9]) **SEE FILE 70**

Directive 010

This **Starfleet** order states: Before engaging alien species in battle, any and all attempts to make **first contact**, and achieve non-military resolution, must be made. (*Starship Log*: 'In The Flesh' [VOY]) **SEE FILE 71**

Directive 927

A non-existent **Starfleet General Order**. Con artist **Dala** told the miners on **Telsius** that Directive 927 would "Always help those in need" shortly before she stole their **bolomite ore**. (*Starship Log*: 'Live Fast and Prosper' [VOY]) **SEE FILES 58, 71**

dispersal mode

Setting on a 29th-century **temporal transport beacon**. Dispersal mode prevents a transporter device from establishing a lock on a time traveler. (*Starship Log*: 'Relativity' [VOY]) **SEE FILE 71**

distress beacon

Starfleet device found in all ships. It generates a locator signal for potential rescuers. Distress beacons saved **Odo** and **Quark** as well as **Sisko** and **Dukat**. (*Starship Log*: 'Waltz' [DS9]; 'Gravity' [VOY]) **SEE FILES 64, 70, 71**

▶ Quark had to drag a distress beacon up a mountain to send a signal from a **Class-L** world.



distribution node

Point at which a **Borg** power or data conduit branches off into multiple pathways to deliver power or data throughout a section of a ship. The data distribution node is outfitted with connection ports for the downloading of information. (*Starship Log*: 'Scorpion', Part I [VOY]) **SEE FILES 38, 71**

Dividices

Romulan Warship, damaged while battling **Dominion** forces in 2375. The *Dividices* was idle for three weeks in **Deep Space Nine's** repair bays while **Klingon** ships repeatedly received preferential treatment. (*Starship Log*: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILES 35, 70**

Doctor's family program Beta-Rho

Holographic family program created by the **U.S.S. Voyager NCC-74656's** **EMH**. The **Doctor's** wife, **Charlene**, and children, **Jeffrey** and **Belle**, were too good to be true until **Torres** injected some reality. (*Starship Log*: 'Real Life' [VOY]) **SEE FILES 43, 56, 71**



▲ The Doctor's holofamily had more in common with characters from an idyllic soap opera than real life. They all acted impeccably and obeyed his every word, until **B'Elanna** intervened.



Dominion Battleship

A new, **Jem'Hadar**-crewed warship with a larger profile. It became operational in 2374. The **U.S.S. Valiant NCC-74210** was charged with collecting technical data on this threat to the **Federation**, but was destroyed. (*Starship Log*: 'Valiant' [DS9]) **SEE FILES 16, 31, 40, 70**

▲ A new style of **DOMINION BATTLESHIP**, encountered after a prolonged period of hostilities, proved to be more than a match for **Starfleet's** usually formidable **DEFIANT-class** starships. One such ship easily destroyed the **U.S.S. VALIANT**.

'Don Carlo'

Earth opera, penned in 1867 by **Giuseppe Verdi**, on which a **holoprogram** created by the **U.S.S. Voyager NCC-74656's** **EMH** was based. The **EMH** also entertained the **Qomar** with music from 'Don Carlo'. (*Starship Log*: 'Night' [VOY]) **SEE FILES 43, 71**

Donegan, Mossie

Character from the **Fair Haven** holoprogram whose talking pig was a favorite at **Sullivan's** bar. **Captain Janeway** claimed her aunt and uncle's talking goat had superior debating skills. (*Starship Log*: 'Fair Haven' [VOY]) **SEE FILES 29, 71**

Dopa system

Cardassian star system patrolled by warships. The **Dopa** system was located three days travel from the **Korma Outpost**. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILES 13, 70**